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July 1991

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PLAYBALL!—1991 BASEBALL SOFTWARE ROUNDUP

REVIEW

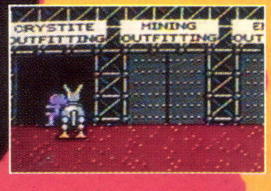
THE LATEST IN COIN-OPS

MAPS AND TIPS:

Taxan's *G.I. Joe, Part I*



Mindscape's *M.U.L.E.*



G.I. JOE
A REAL AMERICAN HERO®

Computer-Game Strategies for Warlords and Silent Service II

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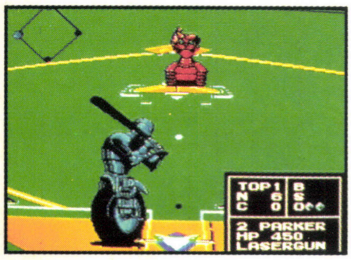
BASE WARS. IT GIVES NEW MEANING TO SLUG FEST.



In the 24th Century, baseball legends are made, not born. Because this is Ultra's® Cyber Stadium Series—Base Wars™ for your NES.™ And baseball's high priced heroes have been replaced with hulking mechanical he-men resembling humans, half-ton tanks and unidentified fielding objects. And they're programmed to pound, punch and blast it out for base possession.

Fortunately, you can cash in your Cyber League winnings for parts, repairs and a wild assortment of metal shearing weapons. And if the battles get too brutal, just save the teams and stats for another day.

So choose your bionic ball clubs, set the robot rosters, and go circuit to circuit in single games or a tortuous 10 game pennant chase. See if you can survive America's favorite bashtime.



"HE'S GOT A CANNON FOR AN ARM"

- Control the speed, direction and path of every pitch, including the flashy Ultra-Fastball.
- Strategically adjust the pitcher's and batter's position.

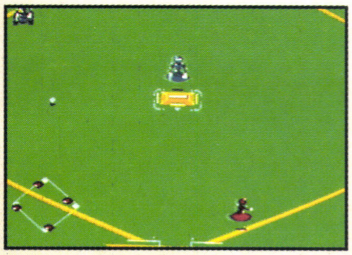


SHOP TILL YOU DROP A BUNDLE

- Rexy the Riveter will wait on you in the Parts Shop.
- Use your Cyber League cash winnings to buy parts, repairs and weapons.
- Choose from 22 different protective and offensive items including iron gloves, hyper engines, laser swords and more.

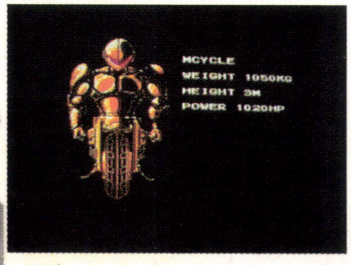
ALL THE SIGHTS, SOUNDS AND STRATEGY OF BASEBALL

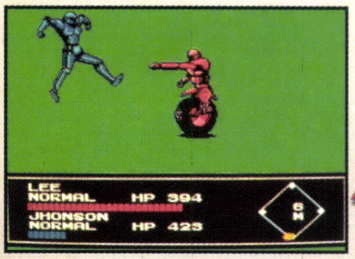
- It's all here—pitching, hitting, fielding, running, and catching. Just be sure to duck when the shrapnel flies.
- Awesome selection of music and super sound effects. You'll feel like you're right inside Cyber Stadium.

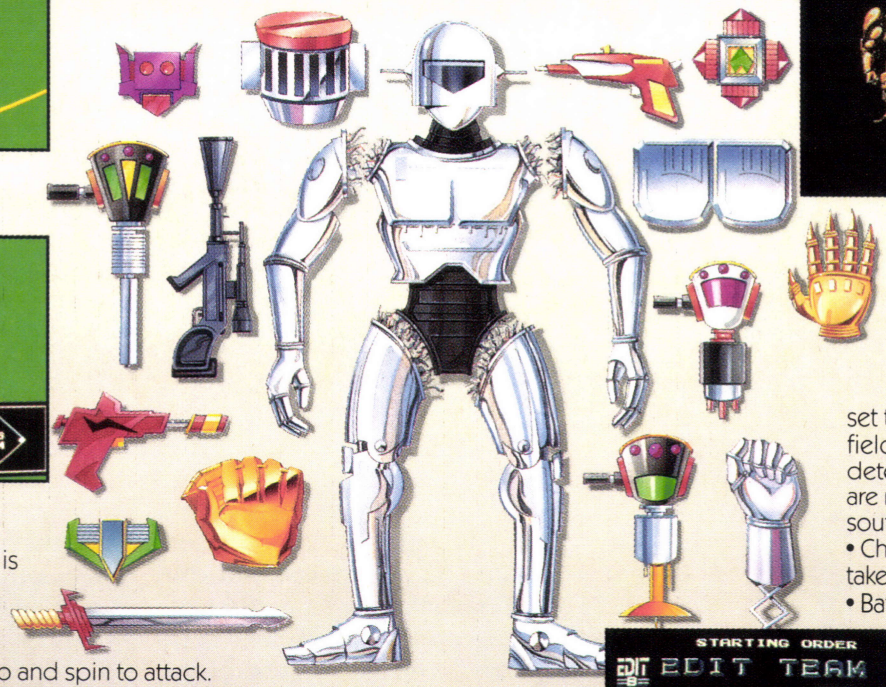


UP-TO-DATE DATA AT YOUR FINGER TIPS

- Review any robot's current equipment.
- Four different models of mechanical maulers, each with specialized circuitry for playing a specific position.







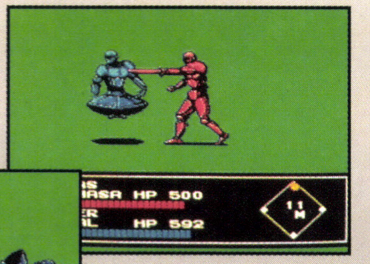
TAKE ME OUT AT THE BRAWL GAME

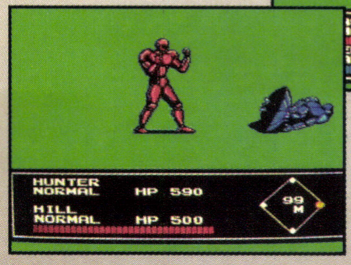
- Getting around the bases is brutal because if you want one you'll have to fight for it. No force outs!
- Beat, cut, thrust, kick, jump and spin to attack.
- Engage the special combination attack sequence.
- If your all important Hit Points reaches zero your cyborg will explode in a cloud of nuts and bolts. Three blown cyborgs and you're out.

YOUR TEAMS ARE AT YOUR COMMAND

- Name your own teams and robots, set the line-up, assign field positions, even determine which robots are right-handers and southpaws.
- Challenge a friend or take on the NES itself.
- Battery back-up lets you save all the teams and key stats.







ULTRA® GAMES



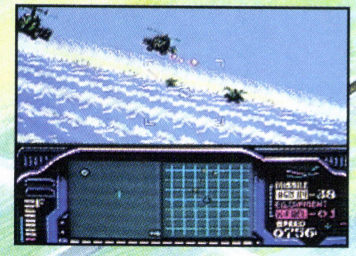
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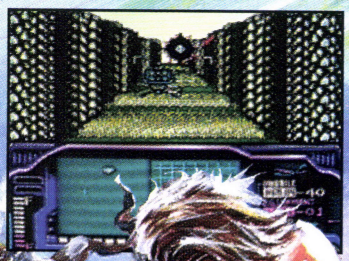
CIRCLE #101 ON READER SERVICE CARD.

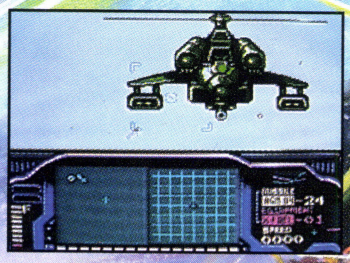
HIT 'EM HIGH.

Konami® unleashes a combination all-out aerial assault and gut churning ground blitz for your NES.™ Its name: Laser Invasion.™ The target: Sheik Toxic Moron and his earth shattering TechnoScorch Missiles.

You'll pilot the Laser Invasion Helijet, an air slicing armor plated powerhouse ready to fire your choice of weapons. You must bank, dive and hover, employing advanced combat techniques against unrelenting waves of airborne enemies.







Then land your bird of prey and charge the Sand Storm Command Center, home of the 3-D Confusion Maze. To get there, pounce on divisions of Pharaoh Phantom tanks, chiller choppers, and an army of grenade throwing, machine gun toting terrors.

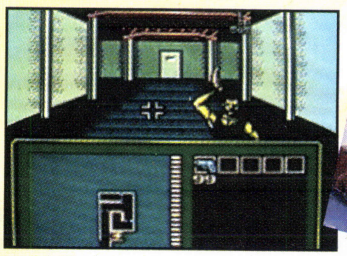
Between battles, your life hinges on your own tactical decisions. Gather enough skin saving objects, ammo and intelligence and you'll penetrate the Sheik's fortress of doom. But there won't be much time to do your dirty work. So let the invasion begin.

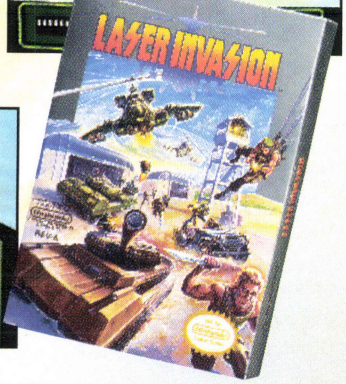
And now zap $10 off LaserScope™ Voice Command Optical Targeting Headset with a rebate offer inside every Laser Invasion package.

KONAMI®









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HIT 'EM LOW.

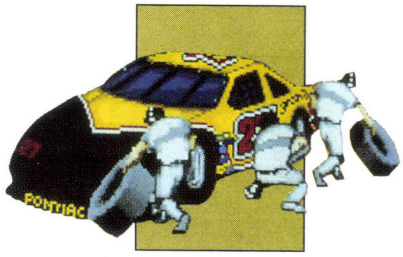
CIRCLE #102 ON READER SERVICE CARD.

Cover: Taxan's *G.I. Joe* (for the NES) brings the real American hero to the video-game screen. In Part 1 of our player's guide, on page 52, we 'll help you get the G.I. Joe Team through the first three levels.

Cover Art: Jim Auckland

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VG&CE'S GAME LINE

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G.I. JOE PLAYER'S GUIDE, PART I

by Donn Nauert

Join the G.I. Joe Team with our video-game savant and rid the world of the Cobra organization. © 1991 Hasbro, Inc. All Rights Reserved. GI Joe, the logo, Cobra, all character, group and vehicle names, and their distinctive likenesses are trademarks of Hasbro, Inc., used with permission.

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***Our computer tour guides take us on a medieval romp in* Warlords *and a WWII undersea adventure in* Silent Service II.**

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PLAYBALL!

by Bill Kunkel and Arnie Katz

It has been another great year for electronic baseball games. Join us as we take a look at the year's best offerings of the digital diamond and help you select the right game for you.

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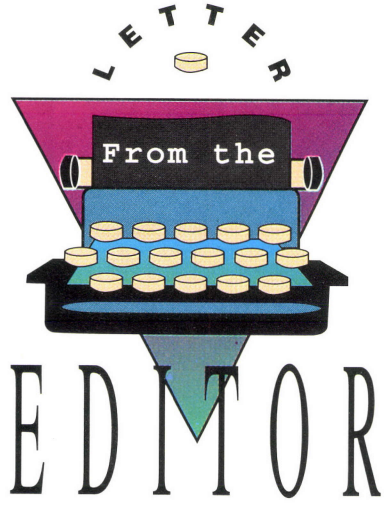
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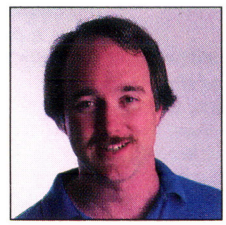
ABC membership applied for.

This magazine is biodegradable.
Please recycle.



Have all of you taken note of the same trend that I have? What I'm referring to is the subtle shift in the influences on current video games.

In the current generation of games, which started with Nintendo's release of the NES, most games are what we have termed the "scroll-boss" type of game, where you move vertically or horizontally until you meet the main boss character for that level, and face progressive difficulty to the end. Until recently, there haven't been too many deviations from the formula. The key in the last sentence is "until recently."



During the making of last month's "Under the Hood of the Super Famicom" article, it caught my eye that FTL's *Dungeon Master* would be released for the SF later this year. It hit me that we're seeing an encouraging break from the trend I mentioned. Now *computer* games are starting to cross back into the cartridge market as influences, rather than the other way around. Electronic Arts' entry into the video-game market, as we noted in the August 1990 VIDEOGAMES & COMPUTER ENTERTAINMENT, sparked a welcome change in that variations from the scroll-boss theme would appear on game consoles. Games like *Populous*, *PGA Golf* and *688 Attack Sub* (originally an EA game, but released by Sega for the Genesis; see the review in this month's Video-Game Reviews) are good examples of the direction this is going. Sixteen-bit technology is begging to take on more intricate and/or elaborate challenges in game design, programming and animation.

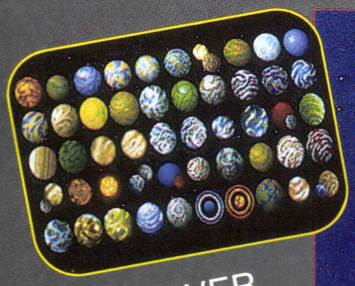
That doesn't mean the 8-bit platforms will be neglected during this occurance. For example, the popular *SimCity*, originally created by Maxis Software for various computers, has been picked up by Nintendo for release on the NES. *Pirates*, a PC game from MicroProse, will also appear on the NES, thanks to Ultra. Games like *Pipe Dream* and *Maniac Mansion* are already out, and Bullet Proof will be bringing *Face Ball 2000* later this year, which is a reworking of Hybrid Arts' *MidiMaze* for the Atari ST.

We have word from various sources that many Japanese software companies are turning to American computer-game manufacturers for fresh concepts, which should provide a new infusion of game concepts to the fully capable "next generation" game systems. After all, American gamers have slightly diverse tastes from their Japanese counterparts.

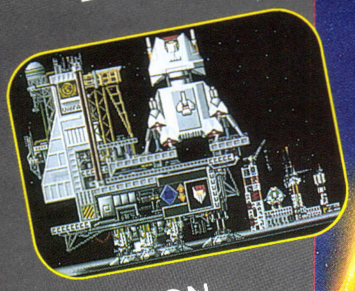
From our vantage point, we're happy to be offering the best of *all* aspects of electronic entertainment in VG&CE, so you'll be an informed buyer when a disk game becomes a cartridge, or vice versa. Thanks again for picking us up.

—Andy Eddy, Executive Editor

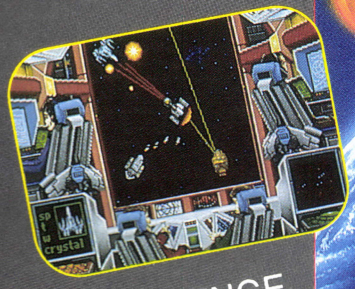
ADVENTURE INTO A LIVING UNIVERSE!



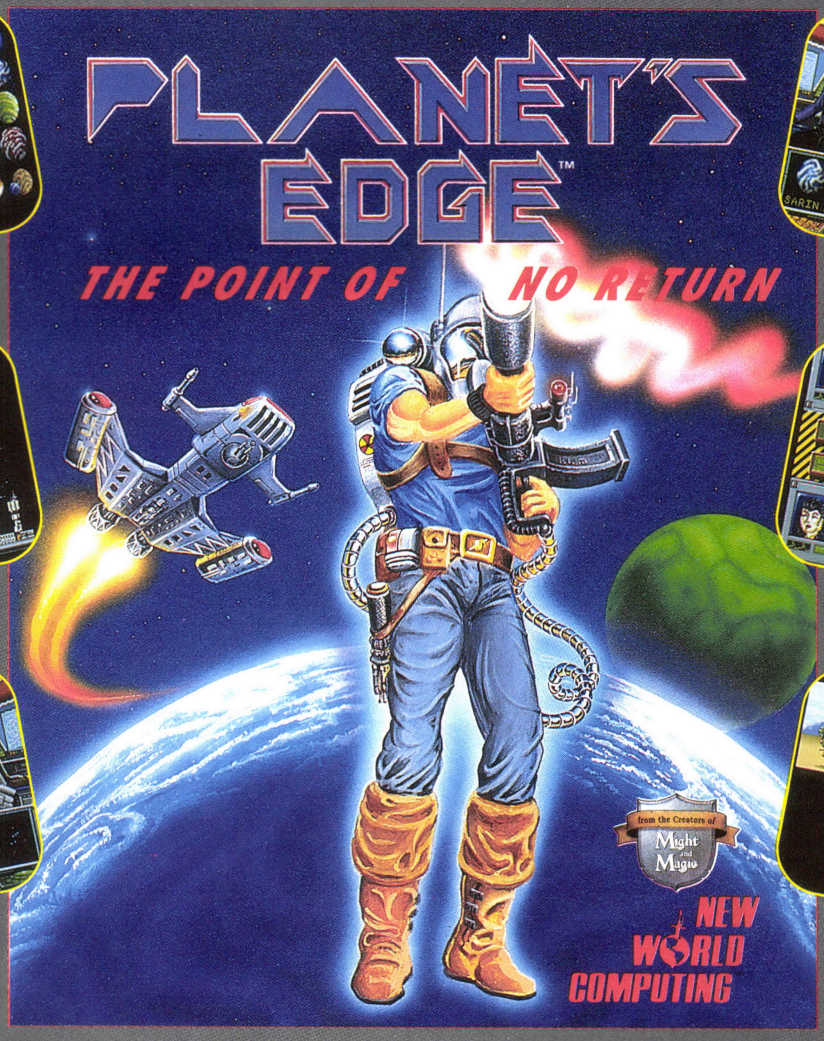
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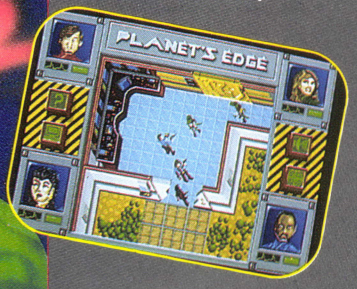


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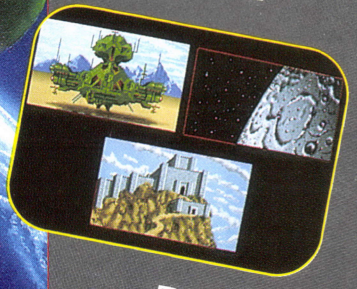




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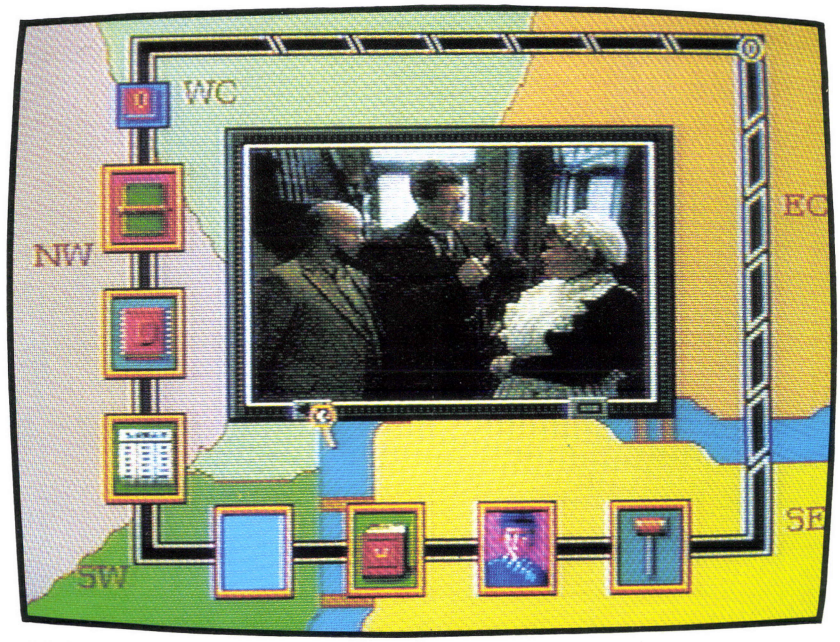
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ANNOUNCING SOMETHING NEVER BEFORE SEEN IN A VIDEO GAME. VIDEO.



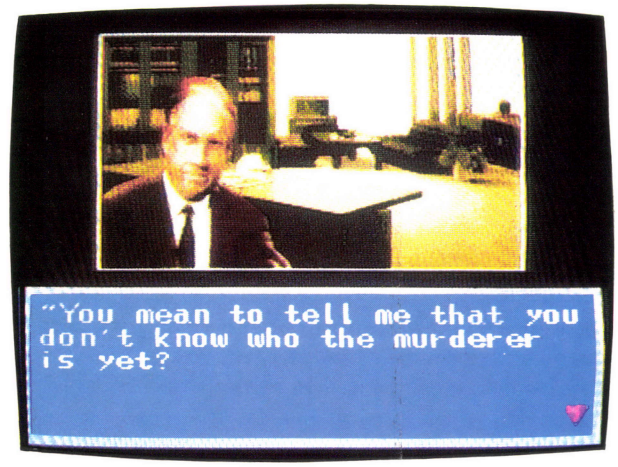
Holmes and Watson question the maid. Will she come clean?

For the first time ever, CD technology is being used to create live action video in a video game. That's video that features real live actors. And you interact with them.

In **Sherlock Holmes, Consulting Detective**, you question suspects and search for clues to three bewildering

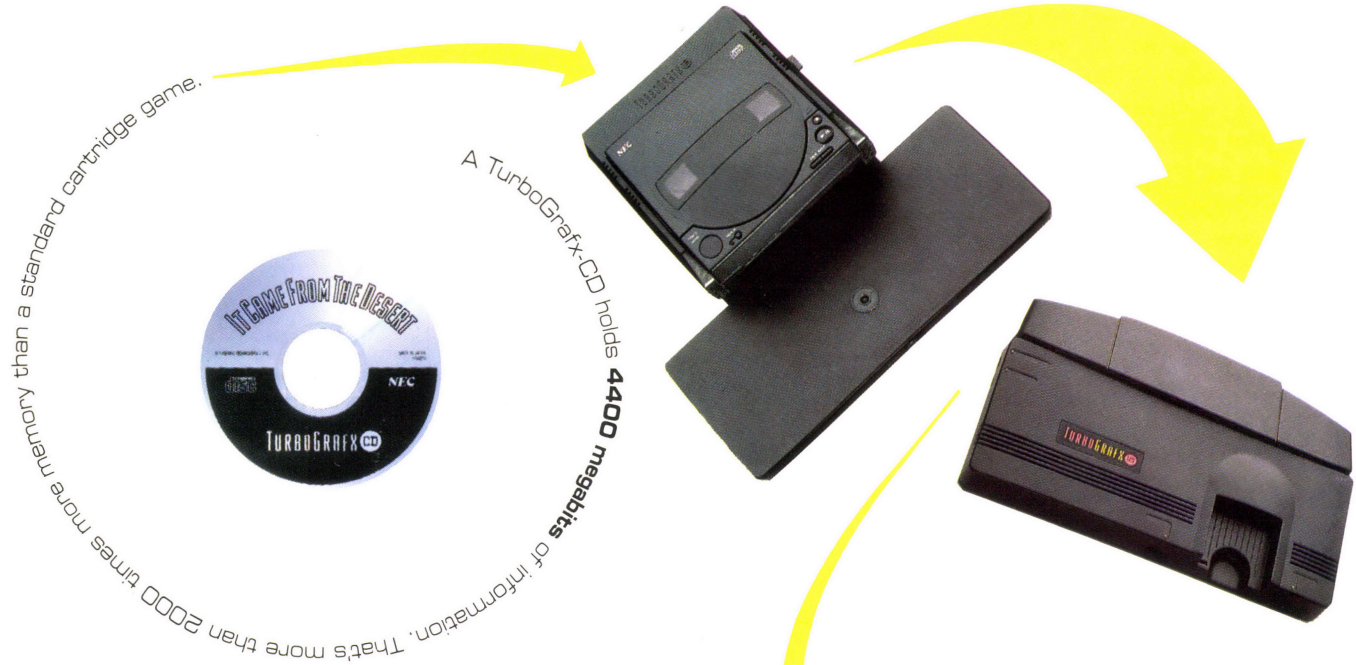


You'd look silly too if you had just seen an ant the size of a nuclear reactor.



This murder is so shocking that even your host is losing sleep. Not to mention his hair.

desert town of Lovelock. So get into the next generation of video games. Only on the TurboGrafx-CD system. And remember. If you're not playing real live action video, you're just playing games.



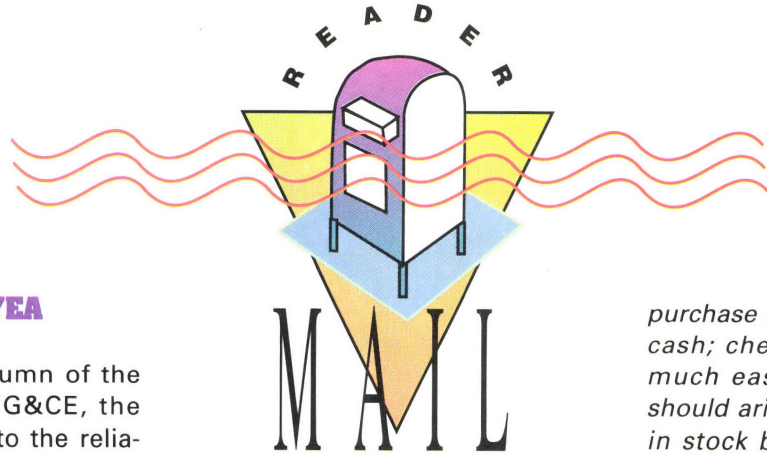
mysteries. In **J. B. Harold Murder Club**, you try to unravel a hard-boiled murder in a world of dark secrets and deception. And in **It Came From The Desert**, you've got to stop giant radioactive ants from annihilating the small

TURBO 16 GRAFX™

NEC

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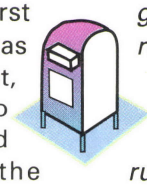
Dear VG&CE:

In the *Yea & Nay* column of the March 1991 issue of VG&CE, the question was raised as to the reliability of video-game dealers who advertise in your magazine. As I regularly use three of those companies, I wanted to take a few minutes to put in my two cents worth.

The first company I used was Ultimate Game Club (UGC). I ordered a Mega Drive game, *Batman*, and then had to wait two months for them to ship it. It seems they did not really have it in stock when they took my order. When they finally got the game in, I received it two days later. Since then, I have been very careful to order games only when I know that they are in stock. The five or six times I have ordered from them since, I have received prompt service and the quickest delivery of any company I have used so far. They almost always have new games in stock and must have a good supply of used games to fill my orders so quickly.

The next company I used was Play It Again. They almost always have the lowest prices on used games, and offer quick turnaround time on their orders. Since they do not accept credit card orders, their service is not as fast as UGC, but it is still fast. My one complaint is that in the six times I have ordered, I have only once received my first choice of games (they force you to list alternates, and I almost always have to settle for one), leading to a sometimes unpleasant experience, even though their flyers frequently boast of their good selection. Overall, though, I have been pleased with their service.

The last company I used was BRE Software. Even though its regular prices are sometimes the highest, I have never had to settle for a game I didn't want. I tried twice to get *Monster Lair* for the TG-CD from Play It Again, and both times I had to settle for alternates. The first time I called BRE, the game was in stock. The order then got lost, resulting in several calls to BRE. I had to call my credit card company to put a hold on the charge until the problem was finally resolved. Since then, I have enjoyed good service and have always gotten the game I wanted. My only complaint is that they take far and away the longest to ship games out. Even using a credit card, I still have to wait at least ten working days (two weeks in "real time") before receiving my order. This long waiting period is unreasonable in this day and age.



Still, I am glad that all these companies exist and recommend them to anyone. They all have their own little quirks, and they all charge way too much for postage and handling, but they provide a valuable service to gamers, and I look forward to dealing with them all in the future.

—Gary O'Neal
Murfreesboro, Tennessee

Thanks for your informative letter, Gary. This proves what we've been saying all along, both in the magazine and on the various online services where the subject has come up: Mail-order buying is much different than walking into a store, and it comes with its own set of warnings and recommendations to follow. As we noted previously, you should always make note of when a purchase is made, and never pay in cash; checks and credit cards are much easier to track if a dispute should arise. Verify that a product is in stock before you buy, so you'll have an idea of when it will arrive.

Also, be aware that there's some danger in ordering import games, because the instructions and screen text are usually in Japanese, making games harder to play. We've received some reports of counterfeit carts on the market. (We'll be running an article on imports in a future issue.) The rule is "Buyer Beware."

Finally, we are setting up a dialogue with all mail-order companies that advertise in VG&CE, *so that we may better moderate problems that our readers come up with. We don't have a lot of control over the actions of our advertisers, but we will try to assist in rectifying any problems that occur. If you have a complaint or bad experience with an advertiser, don't hesitate to write us. We'll do our best to help.*

READER NAY

Dear VG&CE:

How about a Nay to Electronic Arts for packaging its Genesis games in those frustrating cardboard boxes? Mine have decomposed practically from normal wear and tear. Why didn't it put the games in plastic cases like all the other companies? Besides, after the

Letters to be considered for publication should be addressed to *Reader Mail*, VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Letters may be edited for style, clarity and space considerations. We regret that we cannot respond to all mail received.

THE NBA'S JAMMIN' ON GAME BOY!

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GO ONE-ON-ONE WITH ISIAH THOMAS.

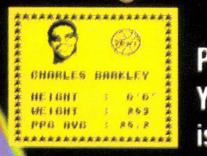
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MATCH FREE THROWS WITH CHRIS MULLIN.

PLAY ALONE OR HEAD-TO-HEAD AGAINST A FRIEND.

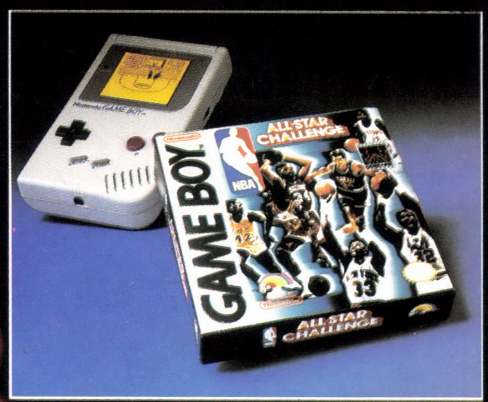
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CIRCLE #105 ON READER SERVICE CARD.

boxes are torn up and unusable, what do we do with the cartridges? They'll get dust and dirt in them, which can damage our decks. Great games, EA, but bad marketing.

—Jonathan Burr
Mt. Laurel, New Jersey

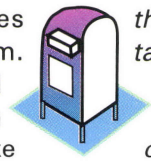
I would guess that enough of you gave a similar message, because Electronic Arts has told us that it will be packaging all future Genesis cartridges in plastic cases. Currently, EA is switching over from cardboard boxes (for example, of two games that were released at the same time, PGA Golf *was in plastic, while* James Pond *was in cardboard). The last cardboard-packaged game will be* Blockout, *which may be out in stores by the time you read this.*

DISNEY YEA

Dear VG&CE:

First of all, I'd like to say that I love your magazine. I've only bought one issue, but I love it.

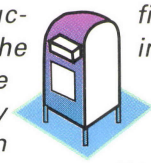
I own a Sega Genesis, and it seems as if Sega is too interested in the graphics of their games instead of the quality of them. I'm not complaining; in fact, I think it's great to have such good graphics. It just seems like a lot of the NES games are more fun, even though they don't have such hot graphics.



Personally, I'm a big fan of the Disney games that both [Nintendo licensees] and Sega have come out with. Do you know of any more Disney games that might be coming out for the Genesis?

—Justin Sober
Oklahoma City, Oklahoma

The only other Disney license that Sega has announced for the Genesis is Fantasia, *which is due out in July; and there is at least one more in the works. You can bet that there will be more Disney-related games; in fact, you might want to check out the growing line of computer games that Walt Disney Software is bringing out. Among them are games based on* Dick Tracy *and* Arachnophobia. *Given its successful movies—both under the Disney and Touchstone labels—and the fact that many games are being based on movies, you'll no doubt see more Disney-licensed titles in the future.*



PRICE NAY

Dear VG&CE:

I would like to know something. Why are prices on games going up? A good game two years ago would cost $30 or $40. Now a good game—some bad games too—is almost $50.

"The Ace"
Lexington, South Carolina

It's a fact of life, prices go up. Compare with your parents what things cost when they were your age. The answers may surprise you.

The main factor in current videogame cost is the added memory size, which requires more—and more expensive—chips. Finally, the time and number of people it takes to develop a game must be considered—costs that get passed on to buyers in the final cartridge price. It's hard to compare a game like Phantasy Star II *or* Y's—Books I and II *to any of the* Mario *games for the NES.*

ODYSSEY YEA...AND NAY

Dear VG&CE:

I recently played a old videogame system called the Odyssey. Has anyone ever heard of one? I would like information on where to purchase software for it.

—Brandon Lysne
John Day, Oregon

The Magnavox Odyssey is quite the "antique," if you can consider the '70s and '80s a source of antiques. Unfortunately, cartridges for systems of this era are quite hard to find. You could post a classified ad requesting people to look in their closets for Odyssey software. Also, the Game Doctor often gives attention to dealers who market "classic" software. We hope we've helped you enjoy the products of the first generation of video gaming.

REVIEW YEA...AND NAY

Dear VG&CE:

First of all, I would like to say that of all the gaming magazines out there, yours is my favorite. I especially like your *Easter Egg Hunt* and *Video-Game Reviews*. That is, except for one thing. I think that you should add more categories in your reviews. Your present three don't cover everything. Originality, difficulty and enjoyability are just a few suggestions. Please consider these and other ideas in your reviews.

—Craig Boyko
St. Brieux, Saskatchewan, Canada

Thanks for your letter, Craig. We welcome compliments as well as criticisms. We hope that this will help us make VIDEOGAMES & COMPUTER ENTERTAINMENT *better and more satisfying for our readers. We hope to evolve this information into other video-game publications we may take on. Keep your eyes on us!*

When we added the review rating system, we felt we had to keep it concise, allowing the reader to scan for a quick bite of what the game offers. The explanation that follows will hopefully expand on how those ratings were arrived at.

Originality is a hard one, and one that may not really enter the equation. Super Mario Bros. 3 *isn't very original, but is the biggest-selling NES game. Enjoyability pretty much follows the intended definition of the "Playability" rating we use now. Difficulty can be a hard one to gauge, but it's a good suggestion, and we'll consider it for the future.*

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CIRCLE #106 ON READER SERVICE CARD

TIP SHEET

by Donn Nauert

Even the best player has trouble with a game now and again, but where can you turn for help? VIDEOGAMES & COMPUTER ENTERTAINMENT has designed ***Tip Sheet*** to give you, the reader, answers to questions such as, "How do I defeat the end boss on this level?" or, "I've looked everywhere, but I can't find the blue vase." So if you're having a problem on a game, write to us, and our group of experts will do everything they can to solve it. Send your letters to

VG&CE,
9171 Wilshire Blvd.,
Suite 300
Beverly Hills, CA
90210
Attn: *Tip Sheet*

I bought the old game *Gauntlet* for the NES and am wondering, is there a way to start on a level past Room 79?

—Mike Beatrice
St. John, Indiana

Sorry, John—the highest room you can start on is 79. Here are some codes that will start you there, as well as the combination code for Room 100.

Valkyrie—43C-BBI-HYZ
Elf—43C- BBI-HYY
Wizard—43C-BBI-HZY
Warrior—43C-BBI-HZZ
The combination is XRTW98Y7



Remember that you will need the golden pick in order to find the mystical armor in *Ultima Exodus*.

I received the Nintendo game *Ultima Exodus* as a gift. I have a problem: Where can I find the mystical armor? I have everything else, and all I need is the armor. Help me, please.

—Paul Woodward
Detroit, Michigan

To find the mystical armor, you'll need the golden pick, which is located in the first treasure chest on the left, in the guild shop, which in turn is located in the town Dawn (whew!). Once you have that, get in a ship and go to the small two-spaced island located to the northeast of Exodus' Castle (the island with the snake at the entrance). When you get there, it looks like you'll be all set.

I was playing Williams' *Smash TV*, and on the maps I noticed some inaccessible rooms, which have been rumored to contain super power-ups that are required to survive in the more difficult rounds. Then there are the keys that I have no clues as to how they're used. You would think all you would have to do is walk into the "closed doors" with your keys to gain access to these mysterious rooms, but that's not it. Any help would be greatly appreciated.

—Marion Davies
Mare Island, California

My friend and I have been hopelessly addicted to Williams' *Smash TV* coin-op for several weeks now. We have to know how many areas there are and what the keys are used for. Any other advice would be helpful.

—Greg Cymbalist
Portage la Prairie, Manitoba, Canada

Your main objective in Smash TV *is to get into the pleasure domes—rooms that feature stunning graphics but are not just bonus rooms (these are the mystery rooms you refer to). Groups of keys that appear in prize rooms are bonus keys for extra points. They are not for opening any doors. The keys that will gain you access to the pleasure domes are the keys that you find by themselves. You need 15 of these keys. When you have collected all 15 "real" keys—provided you can stay alive that long—the door at the bottom of your current arena will open. Exit the arena through that door. You will then enter into the pleasure domes.*

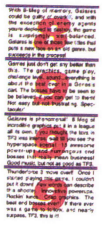
"These Guys Think Gaiares Is Awesome."



"I Happen To Agree."

There you have it. The critics agree that Gaiares is one of the hottest games around. In fact, once Dr. Dave of GAMEPRO Magazine got his hands on the 8 meg fighting power of Gaiares, he gave it a perfect 

score, and stated, "Novice space jockey's need not apply". Then came Electronic gaming Monthly magazine. They were so impressed with Gaiares, they couldn't put it down. They said "Games just don't get any better than this. Gaiares is Phenomenal! 8 Meg of incredible graphics put it in a league all its own. If you thought the lava in the TF-3 was intense, wait till you see the hyperspace scene!"



So now that you know what the pro's think, go experience the awesome Gaiares for yourself. And watch out for the bosses.



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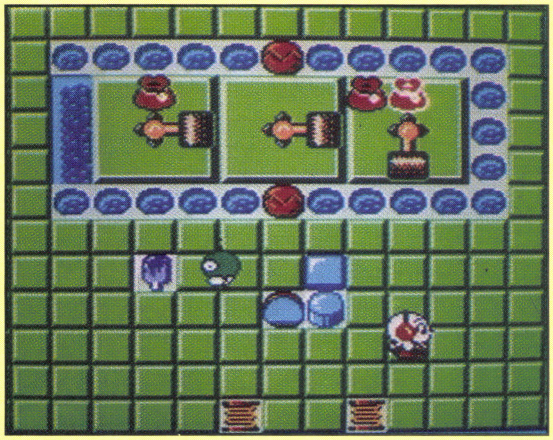
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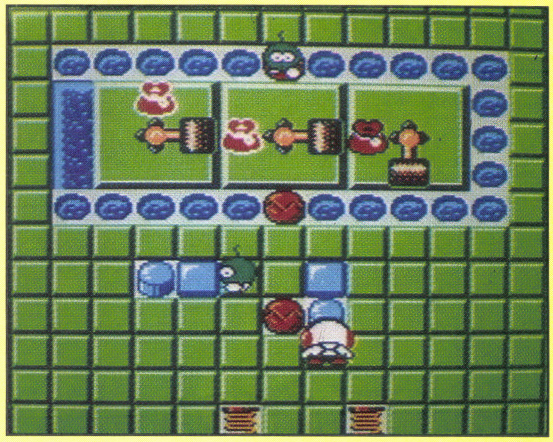
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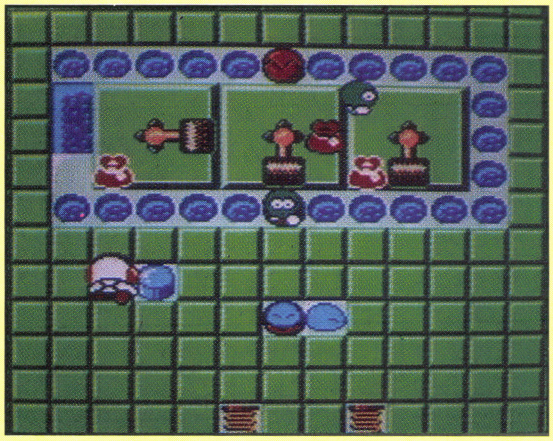
CIRCLE #107 ON READER SERVICE CARD.

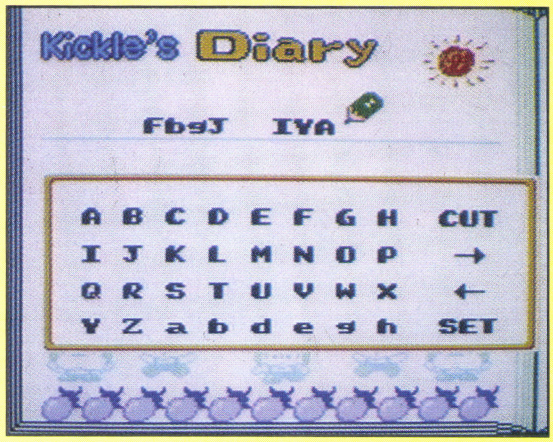
In the game *Kickle Cubicle*, I have only three more worlds to go, but I can't get past this one screen. The code for the world I'm on is XMeWbJCE. If you could help me past the screen or give me a code to start on a world past this one, I would be very grateful.

—Gayle Culp
Shamokin, Pennsylvania









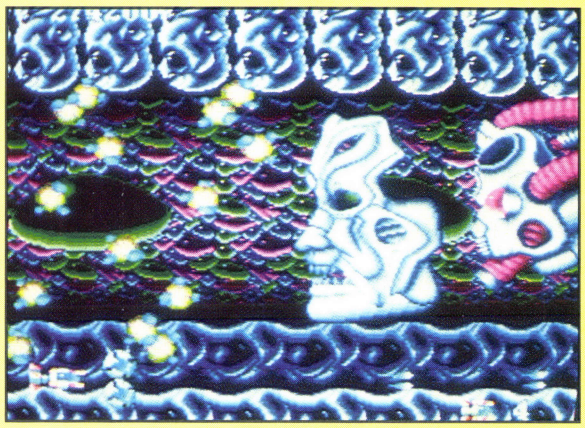
You'll have to replace the ice cream with one of the blocks in *Kickle Cubicle*.

The first thing you'll want to do is get the ice cream and replace it with one of the blocks. By sending ice cubes through the hammers, you want your screen to look like that of the photo on the top right. Now remove the block and send the ice cube directly above Kickle (see the photo) around the hammers. Quickly move to the next ice cube, and send that one through as well. If you were quick enough, one of the ice cubes will get knocked into the water, allowing you to save the people.

Try entering the code FbgJ IYA for a special game.

I'm having trouble with the game *Psychosis* for the TG-16. I can't kill Ugar because I have no shields left. It gets blown away during the fourth end boss and fifth cause. How do I manage to get through the fifth cause without continuing?

—Andre Girgis
North Gower, Ontario, Canada



Battling Ugar in *Psychosis* isn't easy, but fancy footwork and a quick finger will help.

If you can make it to the fourth boss with some shields, then try to stay in the upper quarter of the screen. This depends on how much firepower you have, of course. The less you have, the lower you'll have to move down to hit the end boss in the head.

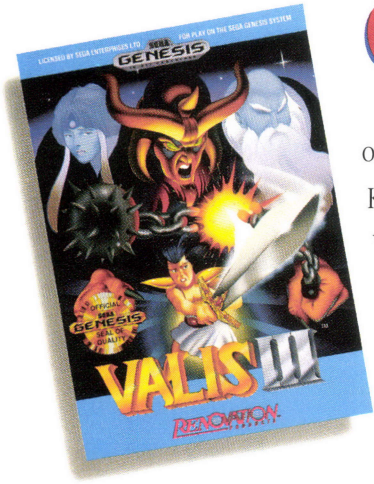
To get through the fifth cause, you'll need to master getting past the snakelike creatures that shoot laser beams at you vertically. Try staying as far forward on the screen as you feel safe in doing. As these creatures come on-screen, move even with each one and blast away. Remember, where there is one creature, there will be more to come along that same line. It would also be better to stay on one line of fire when there are more than one row of these creatures on the screen. If this happens, stay with your original line of fire and slowly move back (to the left) until you have plenty of room to move forward, then quickly pass them.

Once you make it to Ugar, the giant mask will start toward you, and there will be a lot of little bugs weaving up and down the screen. You can get into a position at the bottom of the screen where these bugs won't hit you. Once they're gone and the mask has moved back, move up and fire. Once you have destroyed the mask, you'll have to battle the second portion of Ugar. The bugs will still come out, only this time their pattern will change. Simply dodge them and blast away at the top part of the final end boss.

Dare to wield the sword of Valis!

8 MEG POWER





Okay, so the real world isn't so bad. But Dreamland and the Dark World are absolutely killer! And you're part of it.

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Valis III. A game so realistic you'll have trouble separating fantasy from reality.



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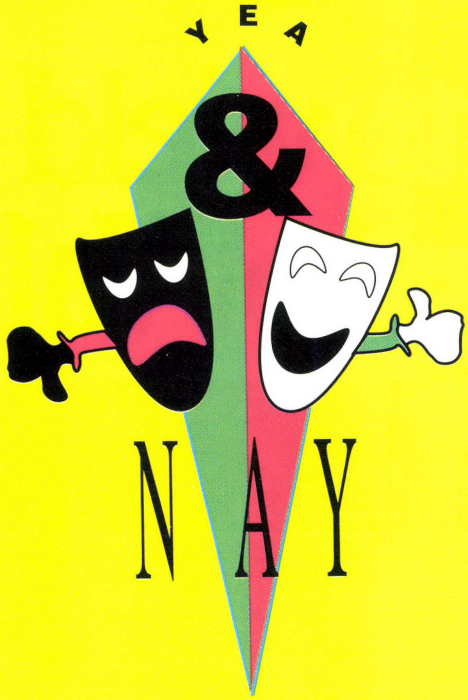
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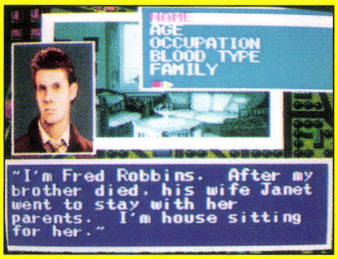
Yea & Nay is an inside look at the high and low points in the electronic-game industry. It's an opportunity for the companies that decide what games we'll be playing to be patted on the back or slammed to the mat for what they do. If you want to give credit where credit is due—whether the company belongs in the Hall of Fame or Hall of Shame—send your opinions to VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210, Attn: Yea & Nay. Let's hear how you feel!

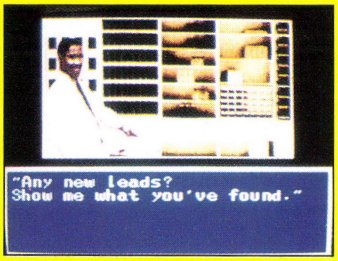


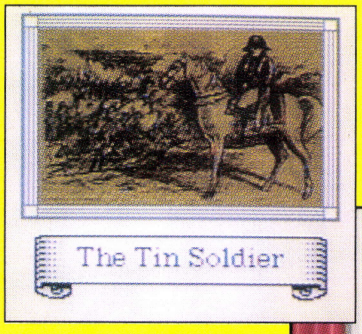
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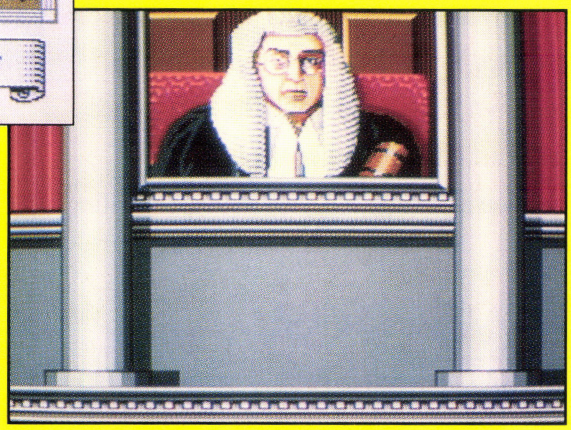


It's been noted before that NEC would be releasing more CDs this year for the TurboGrafx-CD Player—perhaps as much as 50% of its 1991 releases. As a little bit of good news, we're starting to see the truth in that statement, with such recent games as *Sherlock Holmes Consulting Detective* and *J.B. Harold*. These two games also show how video games—especially those on CD—are becoming more sophisticated, and quite different from the standard scroll-boss genre of game that permeates the market.









NAY



A big nay to the Federal Trade Commission (FTC) for allowing Nintendo to buy out of a price-fixing suit. From the details we have received, Nintendo was being investigated by the FTC for threatening retailers with slower deliveries if prices of the NES console were lowered, which allowed Nintendo to keep the NES price at a higher level. By paying its way out of the suit, Nintendo gets away with claiming it isn't guilty of the crime—which would likely have some effect on its defense in other lawsuits—and actually doesn't lose that much in the "deal."

We're sure the first question that'll pop into your mind is, "If Nintendo had to pay, doesn't that mean something in the way of a victory?" Well, not from our view. Though Nintendo has to pay damages to a few of the states that brought the suit through the FTC—a measly couple of million dollars, which is a drop in the bucket for the company, when you consider that *Super Mario Bros. 3* alone resulted in sales of over $400 million—the main payment in the settlement, $25 million, goes to consumers. Before you jump for joy, you should know that it's in the form of five million $5 coupons, good for the purchase of, you guessed it, NES game carts. It looks like this "settlement" will result in Nintendo making some more money for its "crime." Nice punishment.

What if you've sold your NES? What if you don't want to buy any more NES carts at this point? Seems like the FTC doesn't see any problems with that. This is another tough break for the little people, and a little slap on the wrist for the "Big N."

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- ★ Easy to start playing, instantly absorbing, addictively challenging.
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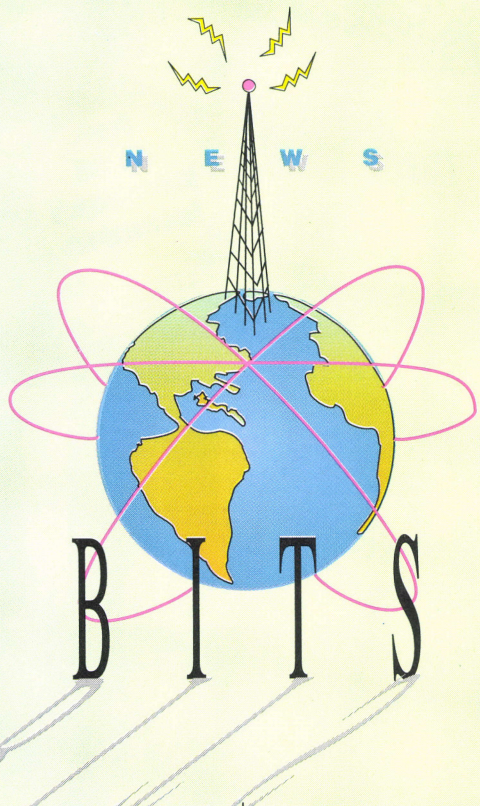
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COMPILED BY
JOYCE WORLEY



Nintendo Wins Injunction

An independent cartridge manufacturer took a body blow in the courts when Nintendo was granted a preliminary injunction against Atari Games Corporation and Tengen, Inc. Under terms of the injunction, the manufacturer is prohibited from marketing games for play on the Nintendo Entertainment System. At stake are any unauthorized games developed using Nintendo's copyrighted 10NES program.

Nintendo and Atari have been involved in litigation for over two years. Nintendo—always aggressive in copyright suits—claimed Atari infringed on their patent by manufacturing unauthorized NES cartridges for sale under the Tengen trademark. The terms of the injunction required Atari to halt further marketing or distribution and recall any existing infringing products already on retailers' shelves.

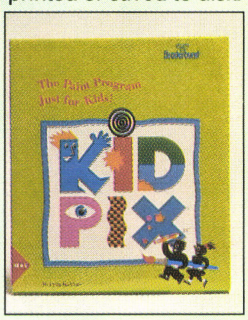
A spokesman on behalf of Atari Games Corp. and Tengen said an appeal is presently in the works.

Creativity Programs Focus on Kids

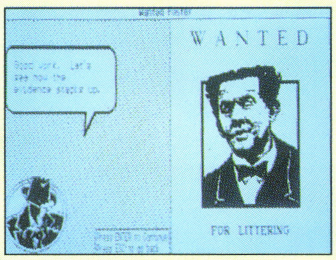
Software especially for kids is coming into its own. A trio of entertainments for the younger set provide techniques from more complicated programs, which have been simplified for less sophisticated computerists.

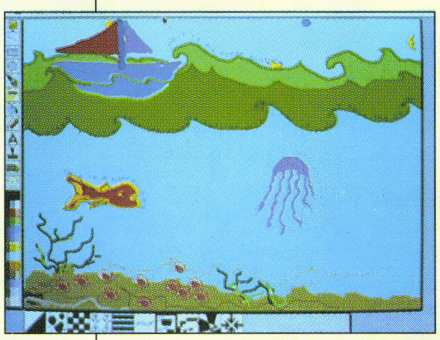
Craig Hickman's *Kid Pix* (Brøderbund, Macintosh) was specially designed for children. Along with the normal drawing and painting apparatus, it has child-pleasing audio (every brush and tool has its own sound), wacky paint brushes (leaky pen, echoes, splatter, etc.) and over 100 "rubber stamp" images to manipulate. The entire drawing area stays visible on-screen, along with the tools and options, so kids don't have to consult menus. Letters and numbers speak their own names, in English or Spanish, making *Kid Pix* a good teacher. The program, originally created by Hickman for his own child, requires no reading and is so easy to use even parents can skip the well-written manual.

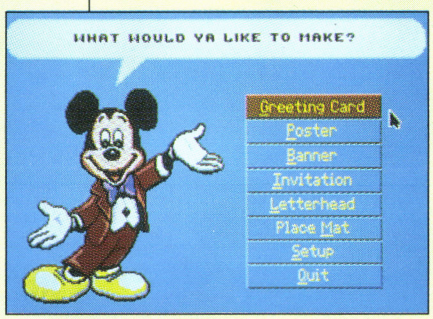
Disney's *Mickey & Minnie's FunTime Print Kit* (IBM PC) may drift out of the child's disk box into mom's. It's that useful. It's an extra-easy-to-use construction set to make greeting cards, posters, banners, invitations and letterheads. It comes loaded with scads of mouse art, a good selection of borders and six type fonts in a variety of sizes. Projects can be previewed on-screen and then printed or saved to disk.



Dick Tracy Crimestoppers Print Kit (Disney for the C-64, IBM PC) features images of characters from the Dick Tracy crime files, along with other crime-fighting art. They can be assembled, with the on-disk collection of type styles, borders and formats, into banners, cards, place mats, invitations and wanted posters. In addition, it makes *Crimestopper* rap sheets and (with a pair of scissors) police badges, face masks and two-way wrist radios in three sizes.







SPA Presents Annual Awards

The Software Publishers Association presented its annual awards at a black-tie ceremony in San Francisco. The big winner this year in the consumer division was *GeoWorks Ensemble* (GeoWorks). The program took honors in four categories, including Best New Use of a Computer, Best Consumer Program, Best Personal Productivity/Creativity Program and the Critic's Choice Award for Best Consumer Program.

Entertainment programs winning top awards were:

- Best Action/Arcade Program—*Faces...Tris III* (Spectrum HoloByte)
- Best Fantasy Role-Playing/Adventure Program—*King's Quest V* (Sierra On-Line)
- Best Simulation Program—*SimEarth* (Maxis)
- Best Sports Program—*Links* (Access)
- Best Strategy Program—*Railroad Tycoon* (MicroProse)

In addition, the SPA presented a Lifetime Achievement Award to Steve Wozniak, cofounder of Apple, for his contributions to the growth and development of the PC software industry.

Pinball Rides Harley

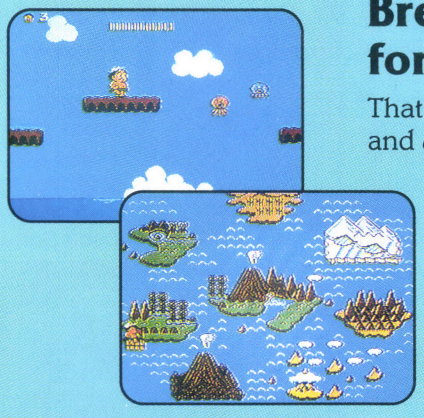
Bally/Midway landed an exclusive Harley-Davidson license that promises pinballers the ride

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of their lives. Original Harley-Davidson art and logos enhance the cabinet, and music adds ambience. The play simulates a ten-city run from Los Angeles to Laconia, New Hampshire, on one of Harley-Davidson's best, the custom Softail Springer. The pinball machine simulates the rumble and roar with special effects such as "shaker motor" action. Spell Harley-Davidson and score five-million points, or cruise the speed-trap kick-out hole for major bonus multipliers, mega points or maybe just a speeding ticket.

Game Sales Rise in 1990

Sales of entertainment software for home computers climbed 13.1% to $355.5 million for the 1990 calendar year. The 1989 total was 314.4 million. These figures reflect retail transactions and are based on data collected by the Software Publishers Association from its members.

The percentage increase was much lower than for computer software as a whole (26.2%), but it was a welcome reversal from the previous year. Slack demand and excess inventory seriously depressed 1989 volume.

The continued erosion of the eight-bit game market cut into overall sales in 1990. Entertainment software for the older systems dropped almost 30%.

By contrast, IBM PC and Macintosh games out-performed non-entertainment products for the respective systems. IBM PC game sales increased by 37.0%, versus an overall advance of 30% for the year. Macintosh funware moved ahead 26.8%, compared to a total improvement of 16.6%.

Sierra, Brøderbund Abandon Merger

Two of America's most prestigious software publishers announced plans to unite, then in a dramatic turn, revealed that their merger plans are now off.

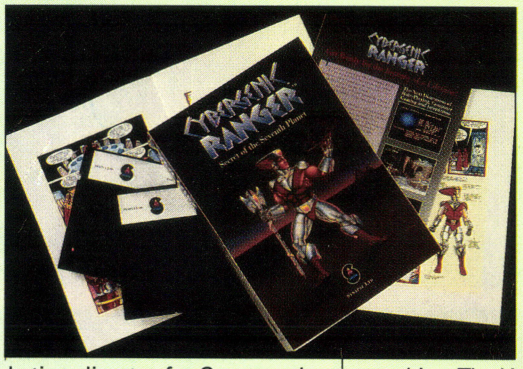
Sierra On-Line and Brøderbund Software signed a Letter of Intent to merge on March 8 and announced plans to rename the consolidated company Sierra-Brøderbund, Inc. Later that month, the companies terminated the merger discussions, citing disagreements regarding management structure of the consolidated company. Ken Williams, Sierra's CEO, said, "I am disappointed with this turn of events... We continue to hold Brøderbund in the highest regard."

Doug Carlston, CEO for Brøderbund, agreed: "I'm also very disappointed. Sierra is one of the finest publishers of consumer software in the country."

Publisher Offers Free Upgrade Software

Symtus, Ltd., announced that it has significantly upgraded their recent game release, *Cybergenic Ranger: Secret of the Seventh Planet*. According to the publisher, the improvements, many of which were suggested by game users, make the game much better.

The revised disk now supports Sound Blaster and Ad Lib sound cards, offers optional joystick support and features easier loading routines. In addition, it comes with a complete hint guide and game overview. According to Steve Bonillas, marketing director for Symtus, the game now has quicker keyboard reaction and an increase in speed.



Gamers who purchased *Cybergenic Ranger: Secret of the Seventh Planet* can receive the update by calling (800) 255-2374.

Guide Packs Info and Stats for MicroLeaguers

Bantam Books has published a 512-page *MicroLeague Baseball Official Field Guide* filled with insights, strategy and statistics for the 400,000 players of *MicroLeague Baseball, MicroLeague Baseball II* and *MicroLeague Baseball: The Manager's Challenge*. Included with the book is a special version of *MicroLeague Baseball: The Manager's Challenge* with six teams ready for play. It carries a suggested retail price of $26.95.

The guide has ratings for teams and players available on disks produced by MLSA, the publisher of the MicroLeague family of computer games. The disk included with the book is for the IBM PC, though editions of the complete stat simulation are also offered for Amiga, Atari ST, Commodore 64 and Macintosh.

Other features of this weighty compendium include an inside look at the design of the games, tips for applying baseball strategy to the computer screens and notes on the franchise history series of data disks.

Game Boy Cleanup

Nintendo's Game Boy is often a dirty boy, because it's used outside and passed from hand to hand. Game Kleen's latest entry into the clean crowd is a one-unit answer to Game Boy housekeeping. One side of Model 400 has a replaceable pad to clean carts, and the other side cleans the machine. The kit comes with one Game Boy cleaning unit; one half-ounce bottle of game cleaning solution; four changeable pads and reusable packaging.

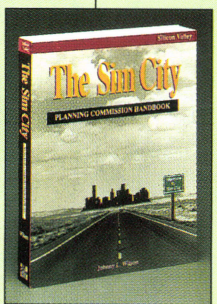
The Game Kleen Game Boy cleaner retails for $12.95 and is available now.

Game Kleen also manufactures cartridge-cleaning kits for use on the NES, Atari Lynx, Genesis and TurboGrafx-16.

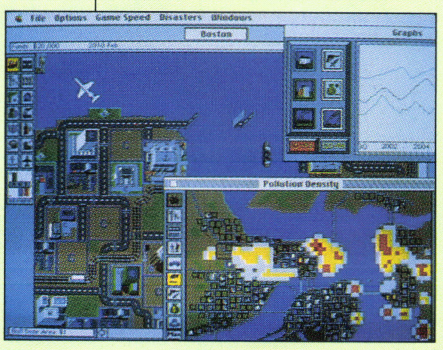
Urban Renewal for SimCity

The SimCity Planning Commission Handbook, by Johnny L. Wilson (McGraw Hill, $14.95), will help enhance and enlarge on *SimCity* (Maxis Software). It contains information, strategies, aids, tips and suggestions for additional ways to use the award-winning program.

The author details real-life urban problems, then suggests ways to accomplish solutions using inner city models erected with the *SimCity* program. *The SimCity Planning Commission Handbook* explains the history and development of cities and also teaches the icon and menu functions of the game.



The SimCity Planning Commission Handbook sells for $14.95 at most major book stores and is available from the Maxis' distributor Brøderbund Software.



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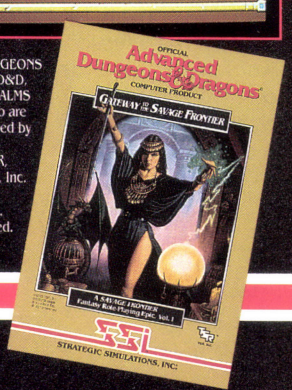
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Top Coin-Ops of March 1991

Figures courtesy of *Replay* magazine, based on an earnings-opinion poll of operators.

Best Upright Videos

1. *Race Drivin'* by Atari
2. *Hard Drivin'* by Atari
3. *Pit-Fighter* by Atari
4. *Galaxy Force* by Sega
5. *Space Gun* by Taito
6. *Rampart* by Atari
7. *G-Loc* by Sega
8. *TMNT (Turtles)* by Konami
9. *Cyberball 2072+* by Atari
10. *Final Lap* by Atari

Best Coin-Op Software

1. *High Impact* by Williams
2. *Final Fight* by Capcom
3. *Raiden* by Fabtek
4. *Blood Brothers* by Fabtek
5. *Cyberlip* by SNK
6. *Carrier Air Wing* by Capcom
7. *Ninja Combat* by SNK
8. *Magic Sword* by Capcom
9. *Hit the Ice* by Williams
10. *Violence Fight* by Taito

Best New Videos

1. *Mad Dog McCree* by American Laser Games
2. *GP Rider* by Sega
3. *F-15* by MicroProse
4. *Laser Ghost* by Sega
5. *Cisco Heat* by Jaleco

Top 10 IBM PC, Video Games for February 1991

The Software Publishers Association has expanded their "hits list" for February, which now tracks sales for IBM PC computer games and for video games, based on analysis of sales by leading retailers Babbages, Softwarehouse, Waldensoft and Electronics Boutique.

Sierra's *King's Quest V* continued to top the computer list. On the video-game list, Konami's *Teenage Mutant Ninja Turtles* was the best seller, closely followed by *The Simpsons* (Acclaim), which bounded to the runner-up spot in its first month on the chart.

Top 10 IBM PC Games for February 1991

This Mo.	Last Mo.	Title	Publisher
1	1	*King's Quest V*	Sierra On-Line
2	9	*SimEarth*	Maxis
3	2	*Red Baron*	Sierra On-Line
4	10	*F-19 Stealth Fighter*	MicroProse
5	5	*Wing Commander*	Origin
6	4	*Flight Simulator 4.0*	Microsoft
7	7	*SimCity*	Maxis
8	*	*F-15 Strike Eagle II*	MicroProse
9	8	*Entertainment Pack/Windows 3.0*	Microsoft
10	11	*Where in the World Is Carmen Sandiego*	Brøderbund

* First month in the Top 10.

Top 10 Video Games for February 1991

This Mo.	Last Mo.	Title	Pub/System
1	3	*T.M.N.T.*	Konami/NES
2	*	*The Simpsons*	Acclaim/NES
3	9	*Super Mario Land*	Nintendo/GB
4	2	*Super Mario Bros. 3*	Nintendo/NES
5	*	*Tecmo Bowl*	Tecmo/NES
6	10	*J. Madden Football*	EA/Genesis
7	*	*Double Dragon III*	Nintendo/NES
8	13	*Tetris*	Nintendo/NES
9	12	*Mickey Mouse*	Sega/Genesis
10	1	*Joe Montana Football*	Sega/Genesis

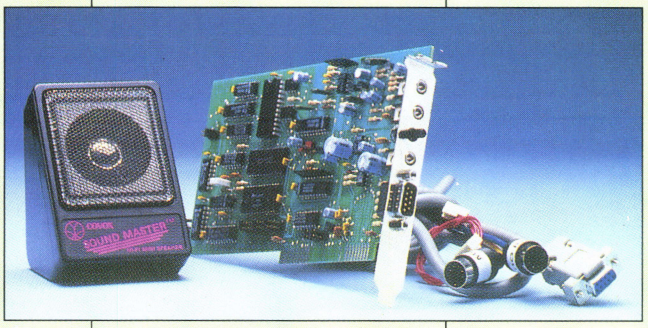
* First month in the Top 10.

New Sounds for PCs

Covox introduced a new sound board for personal computers that is designed to be compatible with Ad Lib. In addition, the Sound Master II works with most third-party software designed to operate with the Speech Thing, Voice Master and Midi Maestro.

The Sound Master II has a high sampling rate DMA digitizer, 100% MIDI compatible interface, internal speaker support and voice recognition. It comes with MIDI cables, speaker, digital graphics-based sound editor, recording and playback software, music composing program and voice-recognition demonstration software. Optional accessories include a voice master key with 1,024-word voice recognition software for adding voice commands to existing DOS applications, MIDI Maestro software and a speech file building utility.

The Covox Sound Master II retails for $229.95.



Accolade Unveils Ballistic Video Games

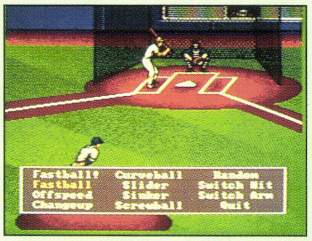
Accolade Software introduced a new brand name and made their long-awaited entrance into the video-game market. The company plans to market 16-bit video game products under the moniker Ballistic. Initially the new line will be for Sega Genesis and NEC TurboGrafx-16 machines, but Accolade expects to expand the line to the Super NES as soon as that machine becomes available.

Ballistic is positioned as "the hot brand for serious video gamers—serious meaning people who consider electronic gaming a primary form of entertainment." Company spokesmen promise superior, state-of-the-art, premium-priced games with maximum play value for veteran gamers.

Packaging will showcase world-class artists. The first two products, *Star Control* and *HardBall!* feature paintings by Boris Vallejo, a well-known science fiction/fantasy illustrator. A special offer to consumers lands them color posters of the cover art.



Hardball!, based on Accolade's top-selling baseball simulation, said to be the industry's first eight-megabit sport video game, retails for $59.95. *Star Control*, an award-winner in its computer format and the first 12-megabit video game, retails for $69.95. Other titles under development for summer release under the Ballistic brand are *Onslaught* and *Turrican.*





Book Reveals "Secrets of the Games"

Nintendo Game Secrets by Rusel De Maria (Prima Publishing, $9.95, 359 pages) extends the "Secrets of the Games" series to the NES and gives extensive strategy hints for 20 popular NES cartridges and short tips on dozens more. The write-ups contain line drawings of on-screen situations to illustrate gaming techniques and complete explanations with details on how to improve scores.

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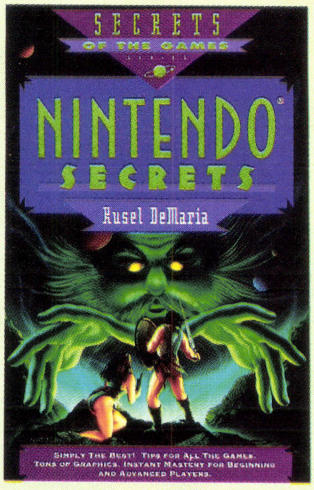
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The book opens with a basic strategy guide for gamers to provide overall help and suggestions for better play. Then Russel discusses each game individually, describing the plot, the goal, scoring techniques, the controls, weapons and powers and of course, the enemies.

Finally, Rusel gives strategy information, both general and specific, for each level of play. There's also a chapter containing previews of soon-to-be released games, as well as a special section for parents.

Nintendo Game Secrets is the third book in the "Secrets of the Games" series. Earlier books include *Sega Genesis Secrets* and *TurboGrafx-16 & TurboExpress Secrets.*

Future books planned for release later this year are *The Harpoon Battle Book,* a guide to *SimEarth* and a volume covering three Lucasfilm games, *The Battle of Britain, Secret Weapons of the Luftwaffe* and *BattleHawks.*

Game Developers Name Award Winners

Approximately 550 people attended the Fifth Computer Game Developers Conference in San Jose, California, in mid-March, making this the largest gathering of the group to date. This year the conference was expanded to a three-day schedule that included 55 lectures, panels and debates that featured leaders of the electronic-gaming industry.

In addition, for the first time, the conference played host to a Software Tools & Products Exposition, making it possible for developers and publishers to examine productivity tools that are helpful in game creation.

The group honored the best achievements in game development at an awards banquet. Nominations were not limited to titles produced during the past year, but were meant to honor the best work in the history of computer games.

Here are the award winners that were selected by conference attendees.

Best Game Play—
The Secret of Monkey Island (Lucasfilm)
Best Technical Achievement in a Computer Game—
Wing Commander (Origin)
Best Interface Design in a Computer Game—
Loom (Lucasfilm)
Most Socially Responsible Computer Game—
SimEarth (Maxis)
Best Visual Presentation in a Computer Game—
Wing Commander (Origin)
Best Audio Presentation in a Computer Game—
Wing Commander (Origin)
Most Innovative Game—
SimCity (Maxis)
Best Producer—
Greg Hammond (Lucasfilm)

Late-Breaking TurboGrafx-16 Pricing Changes

At press time, VG&CE received word that the TurboGrafx-16 would be getting a pricing overhaul. By the time you read this, the base system—which includes the TG-16 console, a TurboPad controller and a TurboChip of *Keith Courage in Alpha Zones* for a price of $159—would now have a price tag of $99.99. This is similar to Nintendo's strategy in 1987, when it lowered the price from approximately $140 to $80 for the basic system.

NEC will also be introducing a "Bonk SuperSet" for $149.99, which will offer the base package in addition to a copy of *Bonk's Adventure,* an extra TurboPad and a TurboTap.

Finally, the cost of a TurboGrafx-CD Player will also be reduced to make the compact-disc peripheral more accessible. The price of the TG-CD has been reduced to $299 from its previous $399.

Add-Ons, Sequels and Enhancements

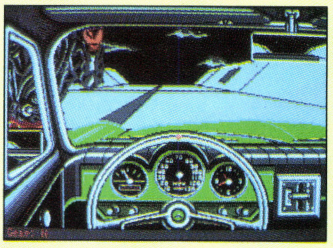
Several companies introduced new disks that add-on or enhance earlier releases. In addition, the flow of sequels continues unabated.

Access Software announced a new championship course disk for use with *Links.* The *Firestone Country Club South Course* adds a spectacular new site to this state-of-the-art golf game. *Firestone,* one of the stops on the PGA Tour and home of the NEC World Series of Golf, was photographed in late October to provide a stunning autumnal backdrop for golfers.



The latest game in the Advanced Dungeons & Dragons series from SSI is currently available. *Eye of the Beholder* uses a new graphic perspective and introduces a new series, "The Legend Series" of AD&D roleplaying games. The new game system, with 3-D graphics and enhanced sound, uses first-person viewpoint and mouse support and is the first game to use the AD&D 2nd Edition rules.

Also from SSI is *Death Knights of Krynn,* another AD&D fantasy role-player. This one, the sequel to *Champions of Krynn,* allows the import of characters and their items and money into the new program from the original game.

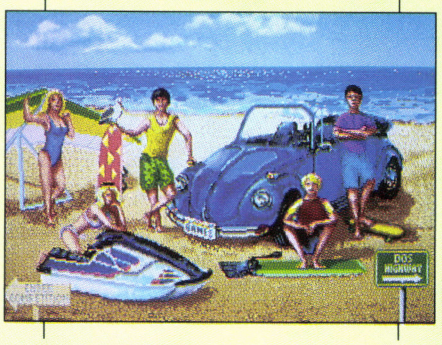


California Games II (Epyx) continues the *Games* tradition, with better graphics, hotter action and lots more fun in the California sun. Games include bodyboarding, skateboarding, snowboarding, jet surfing and hang gliding. This one is the best so far in what's always an excellent series.

Sierra's *Space Quest IV, Roger Wilco and the Time Rippers* has over 100 hand-painted, digitized backgrounds, video-assisted animation and a fully orchestrated soundtrack. It's an icon-driven adventure (no typing required) designed by the popular Two Guys From Andromeda, Mark Crowe and Scott Murphy.

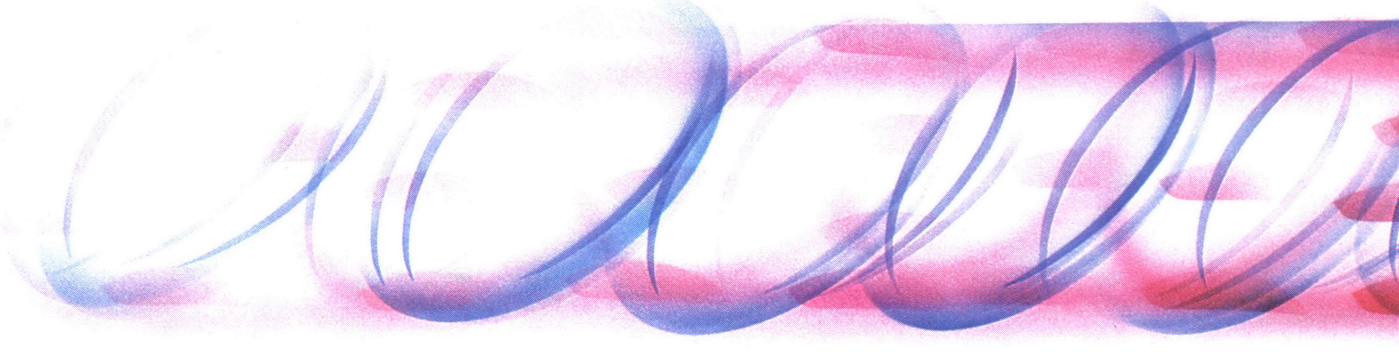


Street Rod 2 (California Dreams) is an expanded racing game and construction set that blends both bit-mapped and vector graphics. It's set in the summer of 1969 and provides the player with all kinds of customizing options to utilize the 25 cars and over 60 spare parts on the disk.



RoboCop 2 (Data East) is reported to have higher quality graphics and faster game play than the original. It's based in the future, in Old Detroit, where the hero has to overcome death traps and evil robots.

GET READY FOR THE SONIC BOOM.





IT'S STARTED. SONIC THE HEDGEHO

Think fast. C'mon faster. What happens when a not-so-common hedgehog reaches supersonic speeds? A **Sonic boom**, of course. And you'd better get ready for it. Because here comes Sonic The Hedgehog™. He's the fastest critter the world has ever seen, and he's a hedgehog with a major attitude.

Watch him smirk in the face of danger as he blazes his way through hilly pastures, underwater caverns, marble ruins, strange cities and a cybernetic world of enemies in a race to save his buddies.

Sonic's got everything a hedgehog could ever want: tricks, gadgets and speed. Lots of speed. And he's not



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afraid to use it. Just try to keep up as he gives the bad guys the run-around with his infamous ultra-sonic spin attack. There's never been anything like it.

So don't blink or you just might miss Sonic The Hedgehog. He's fresh, he's on Genesis, and he's here. Well uh, at least he *was* here.

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SEGA™ GENESIS™



CIRCLE #111 ON READER SERVICE CARD.

Tips are graded on a scale of one to five joysticks. The more joysticks that are colored in, the more valuable the hint.

Blow the dust off those old games, and try out some of our new hints! If you have some great hints and tips for us, just put them on a piece of paper, and send them to VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210, ATTN:* Easter Egg Hunt. *The author of each new tip we use will receive $10. Write neatly and be sure to include your name and address!

EASTER EGG HUNT

Here's a key to the abbreviations:

U = Up
D = Down
L = Left
R = Right
A = "A" button
B = "B" button
C = "C" button





Super C

(KONAMI FOR THE NES)

Bill Alvord of Wellsville, New York, has found a way to start a new game with your previous score and either the standard three men or the number of men you had left. Do these during the title screen after you have finished (defeated the final end boss) the game. To start with three men and your previous score, press A, B, **START.** To start with your previous score and men press B, A, **START**.

Great find, Bill. Thanks.

Ms. Pac-Man

(ATARI FOR THE LYNX)

Matthew Kennedy of Clifton Park, New York, has found a great egg for this Lynx game. First press **PAUSE** during the game, and then press Button A twice, **OPTION 1**, Button A twice, Button B and, finally, **OPTION 1**. If you entered the code correctly, a lightning bolt will appear at the top of the screen next to your score. Now when you press Button B during game play, you'll be able to tear around the screen at lightning speed. You can do this as many times as you'd like, although only one lightning bolt will appear at a time. Thanks, Matthew.

AeroBlaster

(NEC FOR THE TG-16)

To get an extra-credit mode, during the title screen, press R, **SELECT**, R, **SELECT**, R, **SELECT**. Press U or D to select the number of continues, from zero to nine. For a sound test, press **SELECT** one more time at the end.



Devil's Crush

(NEC FOR THE TG-16)

Here are two ways to get different-colored balls and bonuses:

- For the blue ball, just complete any one of the bonus stages.
- For the pink ball, send the ball through the tower after you have destroyed all but one of the tower guards.
- When putting the ball in play, if you can make it into the crown without touching the slime roulette, you'll receive a 2,000,000-point bonus.

continued on page 32

Play Beetlejuice™, Beetlejuice, Beetlejuice

on your NES®, NES®, NES®.



It's show time– courtesy of Me–the "Ghost with the most!"



How'd you like to help me scare those city folks out of your house and *their* wits? We'll soar through 8 horrific levels (you're

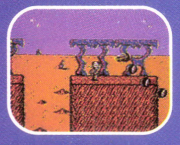


gonna love the Afterlife Waiting Room) taking on Killer Giant Beetles, Legs Without Heads and other gruesome



creatures. One wrong step... and you're food for the Sand Worm. Here's a tip: Buy scares from the Recently Deceased Information Booth, they're your best weapons. So, join me in the Neither-world... **and make my millennium!**







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CIRCLE #105 ON READER SERVICE CARD.

continued from page 30

Super Volleyball

(NEC for the TG-16)
(Video Systems for the Genesis)

Rhon Manlapaz of Glendale, California, has sent us a way to perform some serves not mentioned in the instruction manual. (These can be performed on both versions of the game.) Thanks for the great Easter eggs, Rhon.

• To perform a lightning serve, press and hold U and II, then press I to toss the ball in the air. Now press and hold D and II, then press I to hit the ball when it turns red.

• To serve the ball to the baseline, press and hold L and II, then press I to toss the ball in the air. Now press and hold both R and II, then press I to hit the ball when it turns red. To serve the ball just off the ten-foot line, press and hold L and II, then press I to toss the ball in the air. Continue to hold the buttons down, and then press I again to hit the ball when it turns red.

• To perform the same serves (except the lightning serve) as jump serves, press and hold R and II instead of pressing and holding L and II.

• To get the super spike, press and hold U, I and II as your player is about to receive the ball. Then press and hold D, I and II as your setter is about to touch the ball. If this is done correctly, the spiker will be glowing when he spikes the ball. The opposing player that is hit will be rendered helpless for a few seconds.

Lynn Felmet of Elemendof AFB, Alaska, also sent in these codes for the Genesis version of *Super Volleyball* only. The codes are for the U.S.A. team and will lead you to the championship match against Russia. Thanks for the eggs, Lynn.

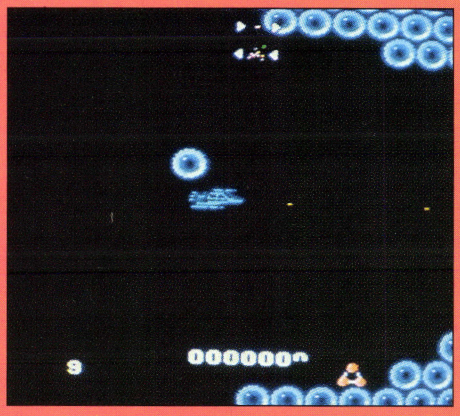
China—HLXLA
Japan—RLVLK
Italy—RMXRU
France—RUFOR
Holland—RSAAV
Brazil—RQVA2
Russia—RP.VE

Tiger Road

(NEC for the TG-16)
(TurboTap required)

To get a debug mode for this game (which includes a level select, invincibility and weapon select), during the title screen, press and hold Button I and press U on Controller 2.

For a level select, during the title screen, press R, **SELECT**, R, **SELECT**, R, **SELECT**, **SELECT**, then Button I ten times, **SELECT**, **SELECT** and RUN for Phase 2. Enter the same code except press Button I 11 times for Phase 3, 12 times for Phase 4, and so on.



Destination: Earthstar

(Acclaim for the NES)

Timothy White of Duncan, Oklahoma, has found a few Easter eggs for this NES game. To execute the following tricks, you must use Controller 2.

First, start the game as usual, and as the Star System appears, on Controller 2 press and hold D, **SELECT**, and then press the B button three times. Now release D only, and you should hear a "chime." This primary code will allow you to do the following:

•To make complete repairs in flight, without a base or planet (Star-System Mode), or to power up to nine ships (Enemy Base Mode), on Controller 2, press L, **SELECT** and B simultaneously.

•To skip Star Systems and enemy bases and ultimately see the end screen, on Controller 2, press R, **START** and A at the same time to execute each advance.

Thanks for the great finds, Timothy.

BLOBERT IS BACK!

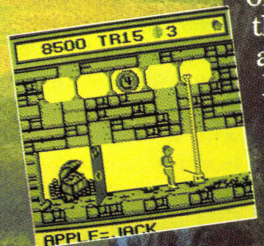
DAVID CRANE'S THE

RESCUE OF PRINCESS BLOBETTE™

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That's right, jelly bean–loving Blobert (Blob, for short) and his faithful Earth-boy companion are back in a brand-new adventure for Game Boy! This time out, the duo's exploits take them to the Royal Castle of Blobolonia™, on Blob's home planet, as they attempt to free the lovely—and imprisoned—Princess Blobette™ from the clutches of the treacherous Antagonistic Alchemist.

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Join our heroes as they encounter secret rooms, clever traps, and dangerous obstacles in the labyrinthine depths of the castle.



But all is not lost—these two share a very special secret: With each flavor of jelly bean the boy feeds Blob, Blob will magically transform into a different shape that can help this intrepid pair get past just about anything the Alchemist can conjure up!

The sensational sequel to *A Boy and His Blob*, winner of a 1990 Parents' Choice Approval!

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CIRCLE #112 ON READER SERVICE CARD.

VIDEO GAME REVIEWS

King's Bounty

ELECTRONIC ARTS

For the Sega Genesis (NA)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

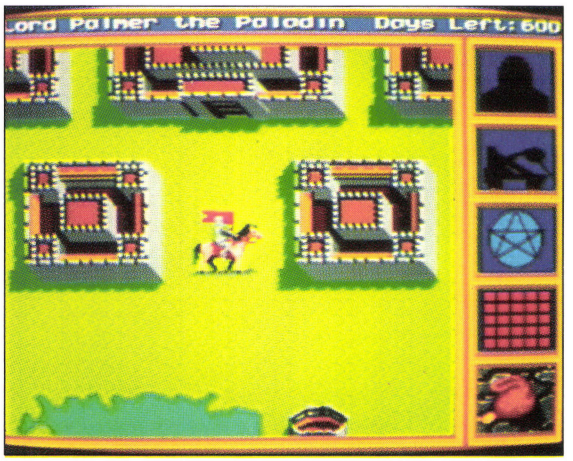
In *King's Bounty*, a new role-playing game for the Sega Genesis, you get to play hero in a quest to restore the Scepter of Order to a dying king and so defeat the evil Arech Dragonbreath. The story goes that after hiding the scepter, Arech shredded the map leading to its location and gave one piece to each of his 16 nobles. Now it is your task to find and defeat the nobles in order to recover all pieces of the map. Each noble is garrisoned inside his own castle, and only the strongest armies can breach their gates and defeat the fighters within.

Searching for the 16 nobles, you'll discover treasure boxes loaded with precious items, including gold for buying armies and supplies, mineral deposits that raise your weekly salary, increased spell power and maps to help you locate other continents. You'll also uncover special artifacts, including the Amulet of Augmentation, which increases your spell power; the Anchor of Admiralty, which lowers the rental price on boats; the Book of Necros, which increases your spell memory; the Crown of Command, which increases your leadership rating; and many others.

As you explore, the current continent's map is filled in, marking the areas you've been through while providing hints of where to look next. You can travel by land, by water (if you've rented a boat) and by air (if your army is solely composed of flying creatures). Some areas can be reached only by using the appropriate form of travel.



***Kings Bounty* is a role-playing game with many twists to keep the action interesting.**



No matter what form of travel you choose, sooner or later (probably sooner) you'll run into one of the many armies of dangerous creatures that roam the continents. You then enter the combat mode, in which your and your enemy's armies take turns moving and attacking. Unlike many role-playing games, in which your party consists of only one to four members, in *King's Bounty* your soldiers may number in the hundreds. Even with such huge armies, the combat system works quickly and smoothly.

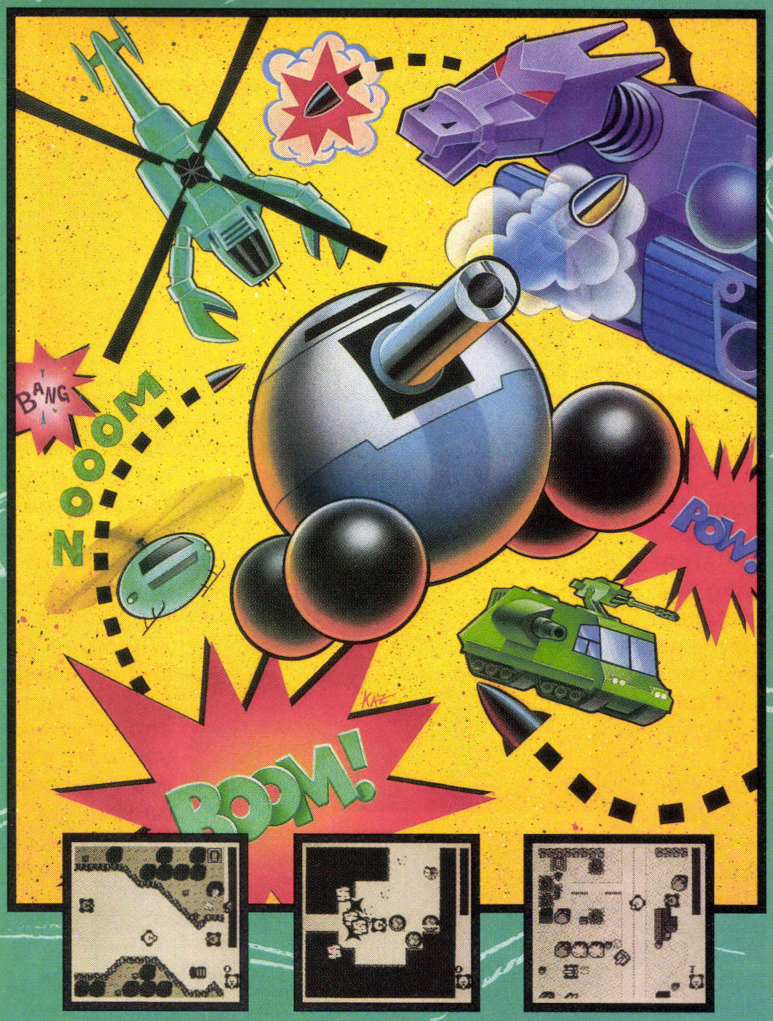
Once you locate a noble's castle, you must lay siege to it, which means purchasing siege weapons and then defeating the occupants of the castle. When you capture a noble, you also capture one piece of the map that leads to the Scepter of Order. When you capture all 16 pieces, you can go find the scepter. Or, if you prefer, you can guess at some of the puzzle pieces, trying to find the scepter before capturing all of the nobles.





King's Bounty is a decidedly different sort of role-playing game. Its unusual money system based on a weekly salary, its self-mapping features, the contract-based bounty system and the large armies yield a game with a lot of depth. However, unlike many role-playing games, this one is more a treasure hunt than an unfolding story.

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• Four big levels in the Main Game, twelve different layouts in the Multi Game, each with a different terrain and cast of unusual opponents. • Continue feature and varied sound track for hours of fun. • Handicap feature in Multi Play mode evens out the competition. • Fun graphics and exciting game play.

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Still, fans of role-playing games are sure to enjoy *King's Bounty*. It's fresh and original enough to provide hours of discovery and challenging enough to inspire even expert adventurers. Recommended.

—Clayton Walnum

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
(415) 572-ARTS

Bill Elliott's NASCAR Challenge

KONAMI

For the Nintendo Entertainment System ($53.95)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

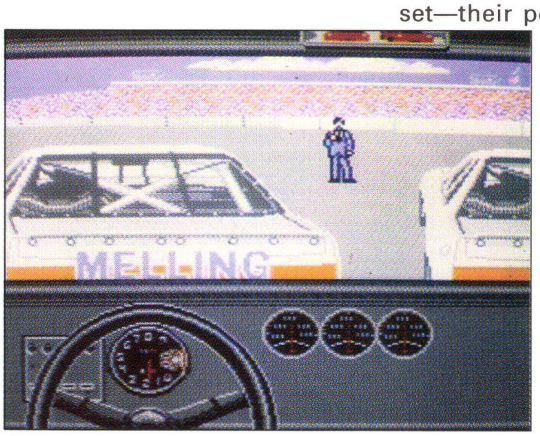
After reviewing other games that were endorsed by one celebrity or another, I was thinking, *Oh no, not another one*. This one surprised me by actually remembering that it takes more than a name to sell a game in today's market. For those of you that thought the *Rad Racer* games were the ultimate in driving simulations, take another look.

Just about anything a racing fan could want is in this game: three skill levels; four tracks; three different cars; one engine for qualifying and another for the actual race; manual or automatic transmission; an adjustable spoiler; and you can even adjust your car's tire size and gear ratio in an attempt to fine-tune your car for each track.

First things first, however. You can race either a single race on one of the four tracks (Daytona, Talladega, Sears Point and Watkins Glen), take on all four twice in the Championship Season or simply take a few practice spins around the track to find the optimum racing setup for each track (definitely advisable).

The different skill levels allow you to gradually increase your skill and increase your opponents' skill as you improve. At the novice level, your opponents aren't as fast as you and you can't crash. As a rookie, the other guys are a bit faster, and you aren't invincible any longer. At the pro level, watch out! These guys are going for it all—racing full speed for that checkered flag. If you take on the championship season, you do so at the pro level only, however.

The three cars you may choose from are a Pontiac Grand Prix, Ford Thunderbird or Chevrolet Lumina. There isn't any difference between the cars at the outset—their performance depends entirely upon your driving ability. To adjust your car, take it to the garage. There you can change any of the aforementioned features of the car in preparation for the track.



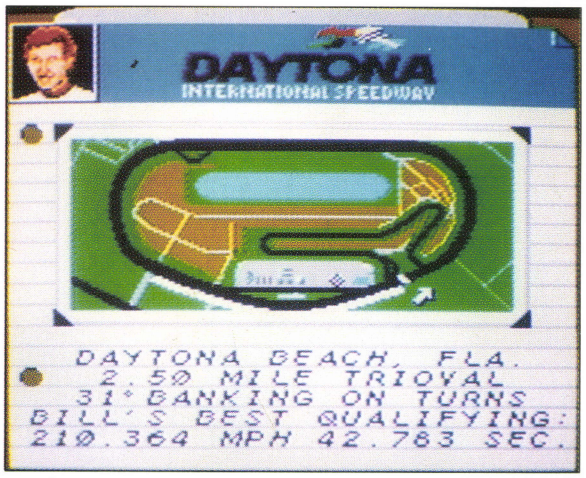
Once you have your car set up and are ready to hit the asphalt, you may choose to race two qualifying laps or to simply be placed in the middle of the pack. A good starting position will definitely affect your chances of winning the race, especially if you choose a shorter race.



You've got that monster fine-tuned and are on the track. "Gentlemen, start your engines!" Now is where you shade-tree mechanics find out how you did when you tuned your car. If you set your tire size incorrectly, you may spin out in a tight turn, which will put you out of the race. If your gear ratio is off, you won't be able to keep up with the other cars and will fall behind quickly.



Also, whether the race is ten miles or 500, keep an eye on those gauges. When fuel runs low or your car starts to break down, it's time to hit the pits. If you ignore the gauges, you guessed it—you're out. When you slow down, careful with that shifter! Try jumping from fourth gear to first too quickly, and you can kiss that engine goodbye, along with the race. If you make it into the pits successfully, there is a timer running. You only have 20 seconds to get your repairs or fueling done before you lose position on the track. Take more than two minutes, and you are out completely!



Racing fans will be pleased by the smooth-scrolling fast action of *Bill Elliott's NASCAR Challenge*.

Really, just about anything you could want has been included in *NASCAR Challenge*. If you are used to the jerky scrolling when taking corners in other games of this type, you are in for a surprise—the graphics and scrolling are very smooth. Handling the car and shifting gears aren't a problem either. After each race, the position and times and those of the 15 other cars you race against are shown. If you are racing in the season mode, a points total is based upon your position, number of leading laps and whoever has the most leading laps. If you can't complete the season, a password (can't really call it a "word," because it's 35 characters long) is provided to let you continue later.

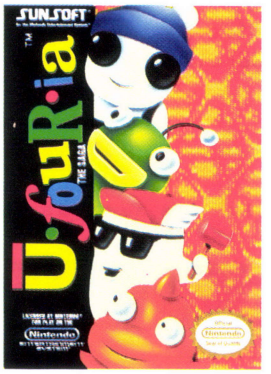
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for the Nintendo Entertainment System®

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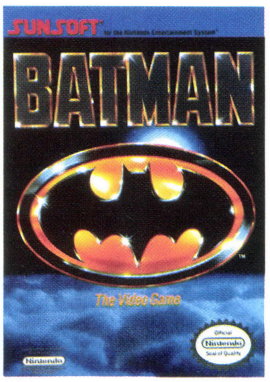
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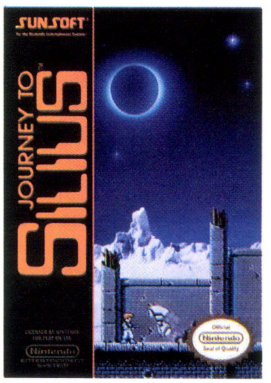
HIGH SCORE _____



HIGH SCORE _____



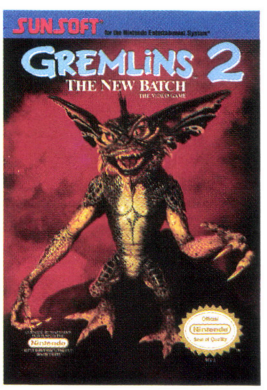
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HIGH SCORE _____

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SUNSOFT.® ARE YOU GOOD ENOUGH?™

Bill Elliott's NASCAR Challenge lives up to its title, providing authentic and detailed racing action. Definitely a must-have for racing fans.

—Brent Walker

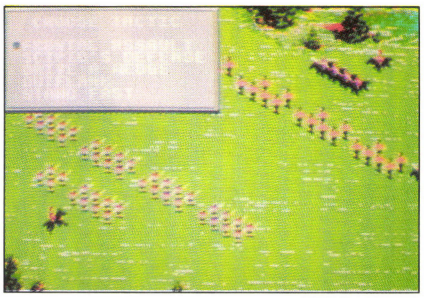
Konami
900 Deerfield Parkway
Buffalo Grove, IL 60089-4570
(708) 215-5100

Centurion

ELECTRONIC ARTS
For the Sega Genesis ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

Electronic Arts is turning out to be the redemption of sophisticated and eclectic Genesis owners. While other publishers spend most of their energy churning out side-scrolling shooters or *Mario*-style slug-fests, EA seems to be producing a line that spans strategy, arcade, sports, martial arts and the totally unclassifiable. *Centurion* is yet another of its meticulous PC-to-Genesis conversions, and it's a real smorgasbord of a game: an overall flavor of strategy/war-gaming with a lot of arcade sequences, superb graphics and sound effects on the side.



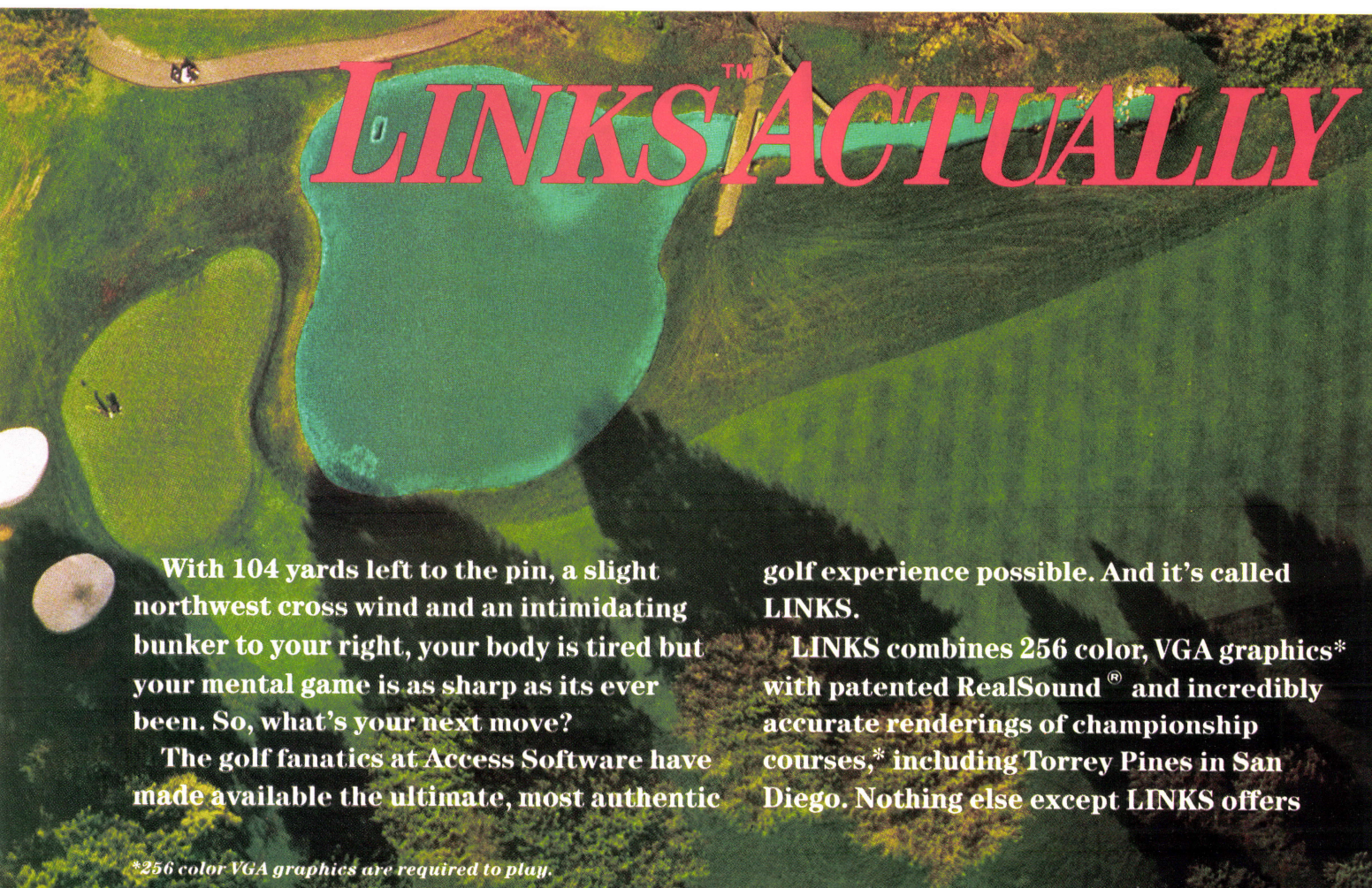


Rise from lowly legionnaire to ruler of Europe in *Centurion*.

The game is one long, towering task of conquest: You must rise from the lowly rank of legionnaire in the province of Italia to become ruler of all of Europe, including portions of Asia and Africa. This is liable to take many hours. While the game lacks a battery backup, EA has included a password feature to preserve your progress in the game. (It's a big password, but Rome wasn't built in a day.)

Conquest is only part of the equation. You can't expect your armies to do their best if they're taxed beyond reason, bored or otherwise demoralized. You'll spend a lot of time and money just trying to keep all your subjects happy: holding gladiator fights and chariot races, throwing Christians to the lions or participating in any of several bloody extravaganzas. This is where much of the fun arcade play comes to bear. Holding these events calls for many talents (the coin of the realm), so when money is scarce, you may find yourself having to plunder recent conquests and play pure strategy for a while to line your coffers.

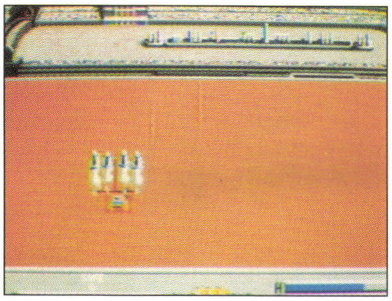
It's impossible to please everybody all the time—particularly those you've subjugated by invading their province and declaring yourself their ruler. So aside from issues of taxation and entertainment, the game mainly consists of pitting your



legions or fleets against those of rebellious citizens, invading armies or neighboring provinces.

The battles give you a chance to try out your war-gaming strategy. No hexes here; each side is given a representative number of troops and you decide how best to deploy your side: flanking maneuvers, frontal assaults, wedges and other formations. You can also change tactics in the midst of battle, but this rarely seems to affect the outcome. In fact, the overriding factor in all these battles is numbers. Whoever has the most men wins...independent of battle strategy. The outcome didn't always make sense to me. I had enemy generals waving a white flag within moments of the start of the battle, but his troops never retreated. Eventually, my own general ended up surrendering too—and I lost the battle.

Many of the graphics are lush, digitized pieces of art, very atmospheric and highly detailed. They're the same as the graphics of the IBM VGA version, so the use of color and shading is excellent. Actually, a TV is hardly capable of doing these visuals justice. However, during battle sequences on both land and sea, the scale of the on-screen objects is quite small, so those parts of the game are graphically unimpressive. The sound effects are great. You'll actually hear the whinny of horses (which is nearly constant and almost annoying in battle), the trumpeting of elephants, the clang of swords, the rumble of hoofbeats and more.





If you're seriously into war-gaming, *Centurion* may be a little too thin for your tastes. Likewise the arcade-style play, since you may have long stretches without such game play. But if you're up for a little of this and a little of that, *Centurion* offers a satisfying menu.

—Josh Mandel

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
(415) 572-ARTS

688 Attack Sub

SEGA

For the Sega Genesis ($49.95)

SOUND/MUSIC	1	2	3	4	**5**	6	7	8	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

688 Attack Sub is a submarine warfare simulator that combines enough of the tactical elements of actual submarine warfare with a simplified control scheme to provide gamers with a very entertaining gaming experience.

In *688 Attack Sub*, you can command either an American Los Angeles-class sub-

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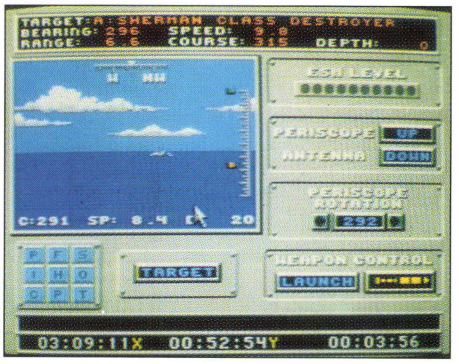
marine or a Soviet Alfa-class sub. Learning to control the submarines is straightforward: A main screen shows the conning tower (control room) of the submarine. Various stations for issuing commands are available, and you can choose the station you need by moving the cursor to a particular station, then pressing the fire button.

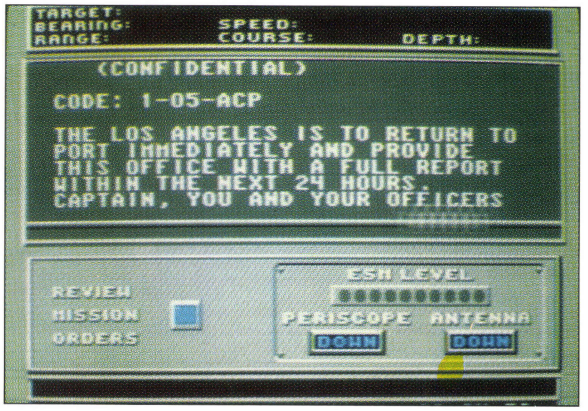
The cursor changes shape to indicate which station is selected—for example, it becomes a spark when you select the radio room and a torpedo when you select the weapons station. Other areas include navigation, the periscope, helm, damage control and sonar.

When you select a control station, the screen changes to a secondary screen that shows the details of that station. For example, the helm displays the engine controls, depth controls and the autopilot. Most of the stations also show a map and a number pad for issuing commands. Issuing commands is a matter of placing the cursor on the appropriate button and pressing fire. Of course, the fact that the controls on the Russian sub are identified in Cyrillic complicates things somewhat!

Controlling the *688 Attack Sub* simulation has been considerably simplified compared to real life. For one thing, you can pinpoint targets on the map, then set a "way point" from the navigation screen and have the autopilot guide you there (you still control depth and speed). Multiple way points can be set so that the sub follows a predetermined course while you concentrate on other things. Just be careful not to dive too close to the bottom of the ocean. To help you stay up-to-date with the state of your sub, all the screens that have maps also feature a "head-up display" (HUD) much like a fighter plane. This shows your depth, heading and speed.

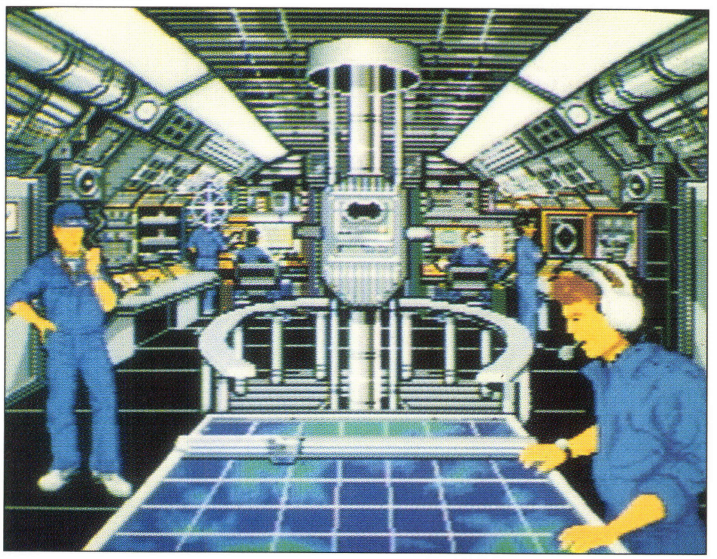
Another simplification is that you can pick targets with your cursor as they appear on the map, and launch torpedoes (or missiles in some scenarios) at them right away. When a target is identified, it shows up on the map as a letter (rather than just an "x"), and acquiring the item as a target identifies it in the target area at the top of the window. The sonar is quite capable—you have passive listening devices, active (ping) sonar and can even tow a cable of microphones to increase sensitivity and range. The more of your tools you use, the better the chance of getting an ID on your targets. Unfortunately, the more sonar you use, the better the chance that the enemy will detect you and counterattack.





The periscope is the most general-purpose station, enabling you to see your targets (if you are at periscope depth), switch to the map and acquire targets and even launch a torpedo or missile at the target. The graphics of the enemy ships blowing up and sinking are pretty good, just don't get carried away watching the carnage because someone might sneak up on you.





Travel the deep sea in command of a powerful machine in *688 Attack Sub*.

Overall, *688*'s graphics are only fair, not at all up to the abilities of the Genesis. The sound, though it features digitized voices, is also mediocre and has quite a lot of static. All of this is unimportant, however, because not only is *688* very playable, but you can adjust the difficulty level in several ways so that it is not overwhelming to a beginner. The game includes ten different scenarios, and in most of them you can play either the American or the Russian side (with differing objectives, naturally). The scenarios range from anti-submarine warfare to full-fledged attacks on enemy convoys. Your complement of weapons varies for each mission—you even have Tomahawk cruise missiles on one mission. Overall, the game is challenging and highly recommended to enthusiasts of submarine simulations.

—David Plotkin

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High Speed

TRADEWEST

For the Nintendo Entertainment System ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

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This 8 Meg shooter is awesome, with loads of powerups, full screen bosses, 7 levels and great music.
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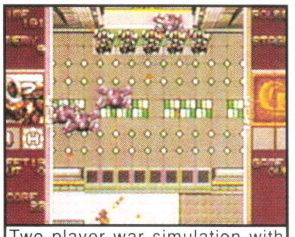
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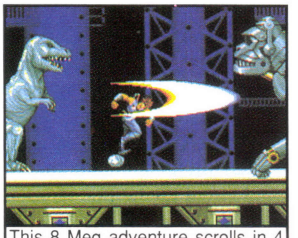


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CIRCLE #115 ON READER SERVICE CARD.

504, this is dispatch...apprehend him."

This exchange should sound very familiar to pinball players. Yes, this game is actually based upon the William's pinball machine of the same name.

High Speed was (and remains) a popular and successful pinball in its coin-op incarnation. While there have been a smattering of video-pinball games both for arcade and home, this is the second actual conversion that I know of from an arcade to a home version—the first being Nintendo's *Pinbot* (also by Williams). Tradewest has included all of the features from the original and has thrown in a few additional challenges and bonus screens to make it more interesting.

The basic premise is the same: As the driver of a red Ferrari, you've got your friendly law-enforcement officers hot on your tail for zipping through a red light. Your object is, simply enough, to escape, which in *High Speed* means that you must shoot your ball up a playfield ramp twice after completing three banks of targets three times each.

Once you have managed to escape, it's time to go for the jackpot. After your getaway, two more balls are brought into play. To score the jackpot, you must have at least two of the three balls still on the playfield, then shoot one of them up the ramp. The jackpot score starts at 250,000 and increases whenever you are in a multiball play mode.

Two "highway" lanes are present, one on each side of the playfield. Their value will increase with each successful trip around the playfield through the lanes. Along with increasing point values, they will light your ball kicker(s).

Sounds like the same old pinball that you are familiar with so far, right? Well, to complicate matters further, a few more obstacles have been added. There are acid patches that glimmer on the surface of the playfield. If your ball lingers in one too long, it will dissolve. A more harmless water puddle will simply slow your ball down, making some shots more difficult. Obviously, these effects aren't possible on a "standard" pinball table.

Some of these things go right after the heart of your game—the flippers! Rust balls will dissolve your flipper mounting, causing your flipper to drop off the screen. (Ever tried playing pinball with only one functional flipper?) Heli-bombs don't waste time with the mountings, they just drop in and explode your flipper, leaving a worthless stub!

Bonus icons appear that will either give you more points (money bags) or set you up for one of two different bonus areas. If you collect either three safes or three helicopters, a large safe or a flying helicopter with a dangling rope will appear. Shoot your ball(s) into them to enter the bonus area.

If you enter the safe, a pachinko-type playfield will appear. You must land one ball in each cup that appears before you either run out of time or out of balls. If you're successful, you will be returned to the regular playfield after receiving a bonus.

If you enter the helicopter area, a small racetrack appears on-screen, and you must use your flippers to try and either hit your car to make it go faster or hit the other three cars to slow them down. Again, a bonus is awarded depending upon how quickly you finish the round.

Once you complete two pachinko levels successfully, or come in second place or better in three races, a fireworks display will appear and one of several special features will be presented.

Another ball-kicker, an extra ball or lightning bombs (which may be used to destroy some of those flipper and ball-munching adversaries that I mentioned earlier) are just some of the features that can be activated by shooting the ball into the saucer.

If you think that pinball can't possibly work on the NES, you must take a look at this game. The graphics are excellent, much better than I expected. Game play is smooth, and it actually has the pinball feel to it—the ball responds as you'd expect generally—and you can nudge the playfield when the ball is about to drain. Also, up to four players may participate.

My only criticism is of the additional obstacles. Most of them get in the way, but aren't really insurmountable. One item really drove me crazy, however. A floating tumbleweed will grab your ball repeatedly and drag it down between your flippers. You must shake the playfield several times to get the ball loose, and after the third or fourth time, the game usually tilts. All of the obstacles may be destroyed by slamming a ball into them, but this guy just keeps coming out! I think having just the normal pinball version without the extras would have boosted the appeal of this game for me.

Criticisms aside, if you are a pinball fan, this is the best pinball for the NES to date, much better than Nintendo's original pinball. Take it for a spin, and see what you think!

—B. W.

Based on the pinball game of the same name, *High Speed* features great graphics that add to the video-pinball experience.





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J.B. Harold Murder Club

NEC

For the TurboGrafx-16 ($61.99)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10

"No, I...I didn't kill him. I had no reason to kill him. Sure, I was jealous of the other women, but I loved him. I couldn't have killed him," Janet sang out in the interrogation room.

"Oh yeah, well what about the insurance policy that was taken out just days ago? That sounds like a good motive to me!" he drilled back.

J.B. Harold Murder Club, by NEC, is an intriguing story of passion and murder. Bill Robbins is a well-known womanizer and overall bad guy who just happens to fall on a knife—a couple of times. Not to say he wasn't well-liked by some, because he was. It just seems there were more people complaining about the guy.

A horrible crime has taken place in the sleepy little town of Liberty. The game is laid out over a grid map that shows various locations like Bill Robbins' home, where you'll meet his brother, Fred. Fred loved Bill, although they didn't get along all the time—or so says Sara Shields, the piano player over at the Hungry Fisherman. Let's not forget the security guard, Morton Bradley, at Houlington College. After all, he did find poor Bill in the car. Then there's Simon Randle, the local doctor, who examined the body.

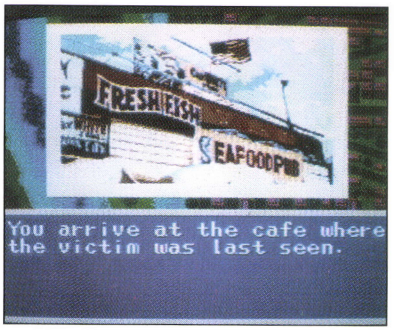
Your job as J.B. Harold, master detective, is to figure out the who, what, where and whys of the case. That's not going to be easy. There are about 15 people in the game that you can question or talk to in order to get clues. Of those 15, ten are suspects in the murder.

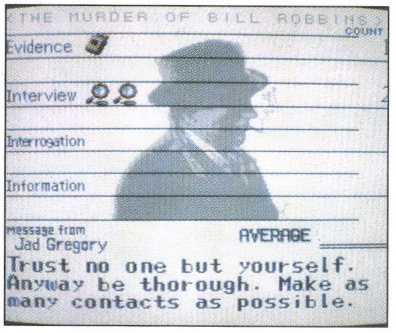
During the course of the game, you will have to ask the right person the right question at the right time to get the right response and be able to proceed in the game. This means you'll also need an endless amount of patience and time; a constant string of returning to people and rechecking scenes to see if a clue pops up. It can be frustrating at times, but you'll endure. After all, you are J.B. Harold, master detective.

Miss a person or clue or forget to ask that important question and you could be in for a long, sleepless night. Then again, you might ask yourself, *Just how important is that clue? Is this a red herring? Am I going in the right direction?* Well, there's only one way to find out. Get that arrest warrant. If you've found enough evidence, the prosecutor might give it to you.

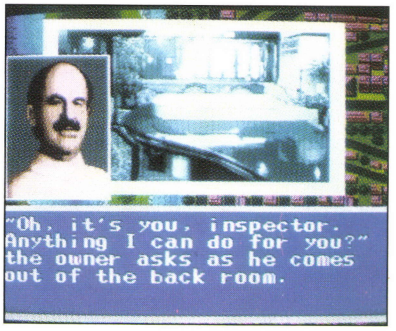
If you decide to take a break, you can select "Investigative Rest." In this mode you can also select the language (English or Japanese) you want to hear the voices or read the text in, or you can choose silence to avoid the narratives and speed the game up.











Mystery lovers rejoice. *J.B. Harold Murder Club* is logical, straightforward and fun to play.

Once you have everyone in the interrogation room, you might want to select the voice to hear the great dialog. There are also charts that will show you the various places you'll have to go in order to gather enough evidence and conduct the interviews required to solve the mystery.

Besides the grid map, the game is presented in the form of still photos. If you meet someone, a portrait appears accompanied by that person's voice. There are well over 50 different still photos used in the game—all crisp and clean—that really set the mood for the murder case. Although the voices are done well, and some are funny, they do get a little old after the first 30 hours of play. (You will want them on during the interrogations.)

There is one negative that I must address. During the game play you will come across an unsolved rape. I don't think this is a subject that the American public is comfortable with in a video game, even though it's not dealt with graphically or simply put in as a publicity stunt. The word "rape" could have been replaced with "robbery," and the integrity of the game would still be intact. If you can get by that point, then you're going to find one of the smoothest flowing storylines ever created for a video game, with so many twists and turns it'll make your head spin. Everything is so well connected, there is no situation so obscure that after you finish the game you'll ask why it was there.

Few games in the video-game market are so outstanding that they would prompt you to buy a particular system—the *Super Mario Bros.* series for the NES, the *Thunder Force* and *Phantasy Star* lines for the Genesis or *Bonk's Adventure* for the TG-16 come to mind. I think you can safely add *J.B Harold Murder Club* to that list of games.

—Donn Nauert

NEC Technologies
1255 Michael Drive
Wood Dale, IL 60191
(708) 860-9500

Stormlord

RAZORSOFT

For the Sega Genesis ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

After the disappointment of RazorSoft's dismal *TechnoCop*, I wasn't looking for-

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The road is rough and the turns are slick! Survival of the fittest is the golden rule in Dead Heat Scramble!

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VS. MODE: Race directly with the other player!

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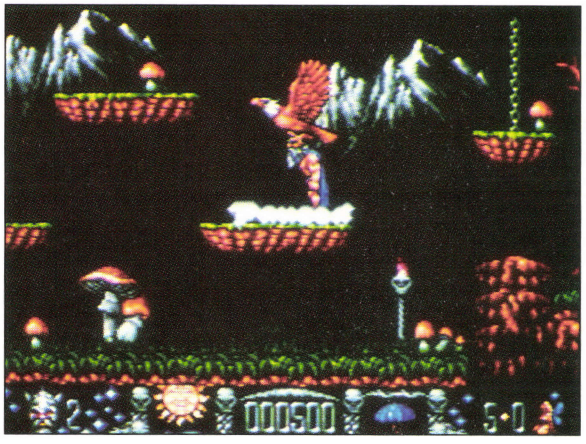
ERIC VAN DER PALEN

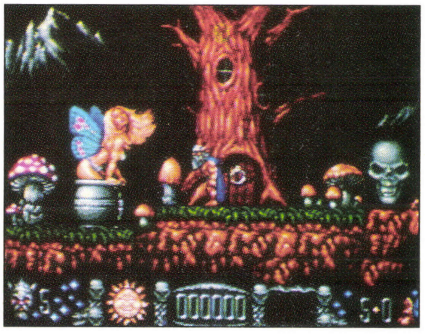
ward to *Stormlord*. After all, it's a rare thing for a video-game publisher to take criticism to heart and change its ways. But *Stormlord* is a real pleasure, outperforming *Ghouls 'n' Ghosts* (the closest match to *Stormlord* in construction) in many areas.

Born of lightning, you are the Stormlord, summoned to the Enchanted Realm to rescue the imprisoned Princesses. The elfin Princesses have been enclosed in floating spheres by the Crone, a gal after Mizrabel's own heart. The spheres have been placed behind locked oak doors at the bottoms of pits and traps and suspended above the Earth in chained platforms and other similarly inaccessible and hostile locations. With your inexhaustible supply of knives and magic fire bolts, you do battle with countless otherworldly creatures: dragons, wizards, man-eating plants, ghouls, skeletons, hellhounds and all the familiar icons of fantasy fiction.

What does *Stormlord* do that the others don't? It breaks with convention. Gone are the predictable big bosses at the end of each level. Gone, too, is the unimaginative linear game play, wherein life is a perpetual right-to-left scroll. Beating *Stormlord* requires you to think creatively, jumping from one area to another with the help of a willing eagle. Gone is the simplistic "kill 'em all" psychology; in this game, the real trick is in either avoiding the nasties or maneuvering found objects so as to distract them. Of course, it's necessary to commit a good deal of mayhem, blasting those adversaries you can't handle any other way, but cleverness is the key to progress. Lastly, gone are the two-dozen continues that allow you to complete the entire game the first time you power it up. No matter what, you'll never get more than two continues, so there's no way in the world you'll finish this game in one night.

Stormlord is not your run-of-the-mill scrolling kill-everything-in-your-path fantasy.





To add to the challenge, there's a timer ticking away in the background. A window displays a sun, which eventually scrolls to a crescent moon, signalling the end of your life. I often found that working at top speed and knowing exactly what I had to do (and in what order) for each level, there was still barely enough time to accomplish it all. So your progress will be slow, since you have two tasks to work on simultaneously: finding the methods for overcoming obstacles and finding the most efficient order to do them in.

The graphics are a far cry from *Techno-Cop*'s amateurish scrawl. The characters and backgrounds resemble Boris Vallejo's lush Conan paintings—much like the graphics of *Golden Axe*, only darker and more foreboding. The animation is smooth and realistic; at times it's downright spectacular, such as when you're resurrected in a whip crack of lightning and thunder. Stormy weather is a recurring theme in *Stormlord*; there's barely a screen where you can't see realistic flashes of lightning off among the clouds. The only thing I missed was the parallax scrolling of other Genesis games.



Razorsoft seems to do music and sound effects very well, and *Stormlord* will not damage that reputation one bit. The digitized thunder, moans, creaks, caws and flaps are all first-rate, and the music, while less funky than that in *Ghouls 'n' Ghosts*, is still cool.

What's missing from *Stormlord*? Not much. The game play's complex and interesting, the action is nonstop, the sounds and images are excellent and the game is obviously different enough from any competition to not come across as one of those "me-too" games we see so many of. Congratulations to RazorSoft for putting some desperately needed variety in the Genesis lineup.

—J. M.

RazorSoft
7416 N. Broadway, Suite A
Oklahoma City, OK 73116
(405) 843-3505

Monopoly

PARKER BROTHERS

For the Nintendo Entertainment System ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10

Anyone for a *quick* game of *Monopoly*? I know what you're thinking; there is no such thing. Your typical board-game version can take several hours to complete, even with just two or three people. This NES version speeds things up, however, without losing any of the excitement or strategy involved.

This game has been around for over 55 years, so I will take for granted that the majority of you people are somewhat familiar with the game and its basic concept: "to become the wealthiest player by buying, renting and selling property."

The rules that this

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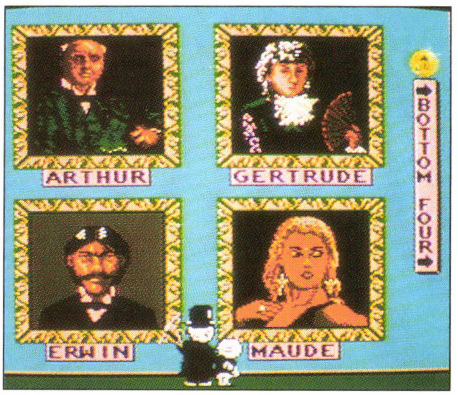
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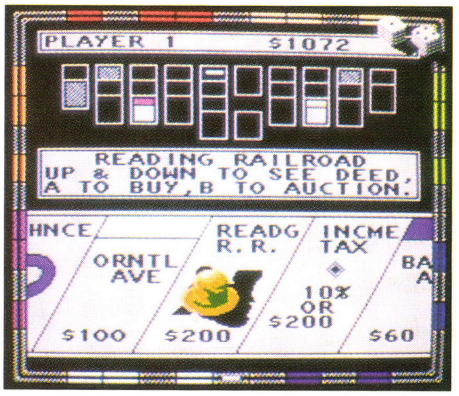
version is governed by are based upon the traditional and internationally accepted standards, with a few tournament options thrown in. I know that many people will miss having a pile of money sitting in "Free Parking"—me for one—but, unfortunately, it's not an option here.

If you need brushing up on the rules, don't worry. A 35-page manual accompanies the cartridge and gives you all the basics, if not the strategy, needed to play the game.

What makes this version so much more enjoyable and quicker to play is the fact that the computer takes care of all the boring details—rolling the dice, moving your icons and all the banking and other mundane details that normally need attending to. This lets everyone playing (from two to eight people, human or computer) concentrate on strategy, and not on whether or not the $500 bill that mysteriously appeared in somebody's lap was stolen.

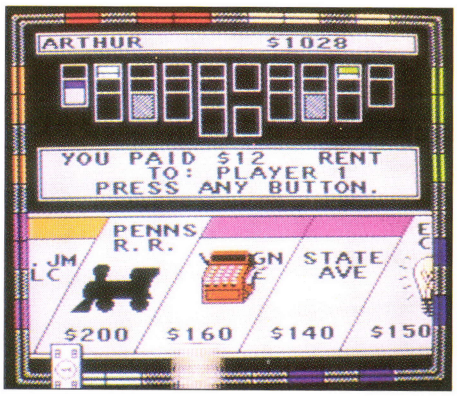
Only one person really needs to handle the controller. Just hit a button to roll, pull up a menu or choose to do anything from view a player's assets, offer a trade or buy and sell properties/houses, etc. It may take a little time to get used to jumping around through the menus, but they aren't really that complex.

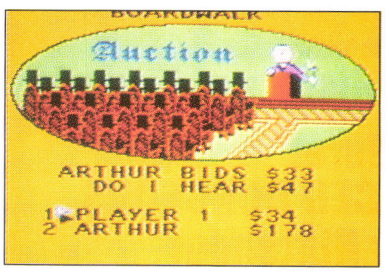




Monopoly lovers will want to add *Monopoly*, the video game, to their collection.

While each person's assets may be viewed on-screen, cut-out property cards are provided to avoid having to constantly check the menu. Chance and Community Chest cards are displayed and even animated somewhat along with appropriate sound effects. Hear the roar of a train when you take a ride on the Reading! See and hear the police officer grab you by the cuff and take you to jail!





Just about everything has been animated to some extent. A large arm comes out and actually rolls the dice. As your player piece reaches the last square of a roll, that section is enlarged and you actually see your icon pulling in to the square. If a property goes on the auction block, an auctioneer stands at a podium and swings his gavel until the property is taken and announces the sale with a resounding "SOLD!"

There are several ways to play a game: a timer may be used to keep each player's turn short, or unlimited time may be allowed. A game editor is available to let you customize the setup for each player, including cash, property, houses and hotels. Since there isn't a "save" feature, the editor is the only way to restart a game that wasn't completed.

There are eight different preconfigured games for four players that can be brought up instantly, and each is slanted toward a different aspect of the game. "Trader's Delight," for example, has all the property divided somewhat evenly between the players, with no one having a majority of any property or a monopoly. "Short and Sweet" gives every player a maxed-out monopoly—either hotels or four houses on everything.

If you like the board game, you will *absolutely* want this cart. The graphics are more than adequate for a board-game translation, and the game is easy to handle and move around in. A nice upbeat soundtrack blends in nicely with the action to provide a very nice package all around.

—B. W.

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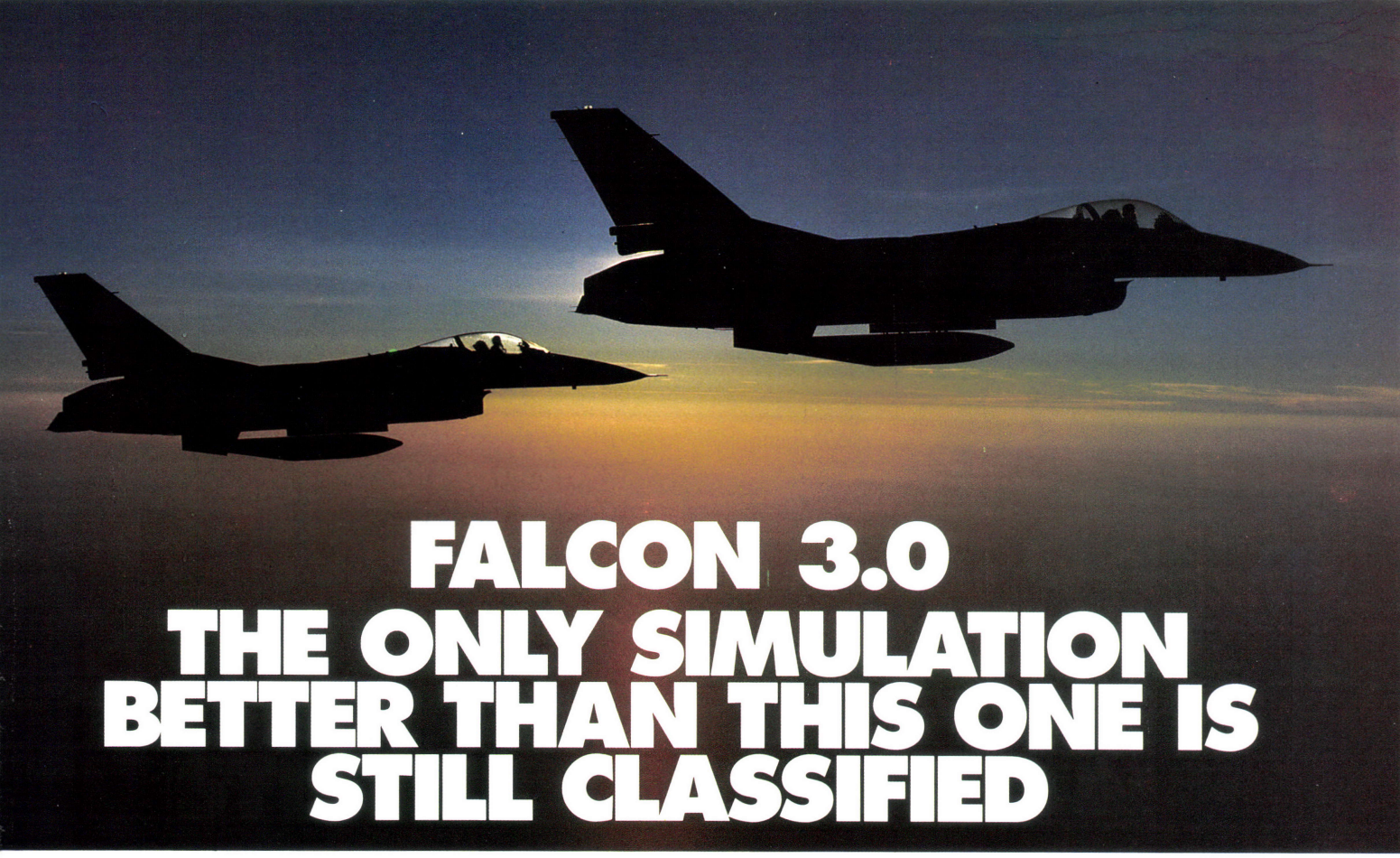
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The original Falcon™ F-16 Fighter Simulation was acclaimed for its realism. Now, Falcon 3.0™ takes this authenticity to the edge. The flight models are real. The terrain is real. The radar and weapons systems are real. And the threats are real. No phony weapons or magic bullets here... just the best civilian F-16 simulation available. You don't just play Falcon 3.0, you strap yourself in and get ready for battle.

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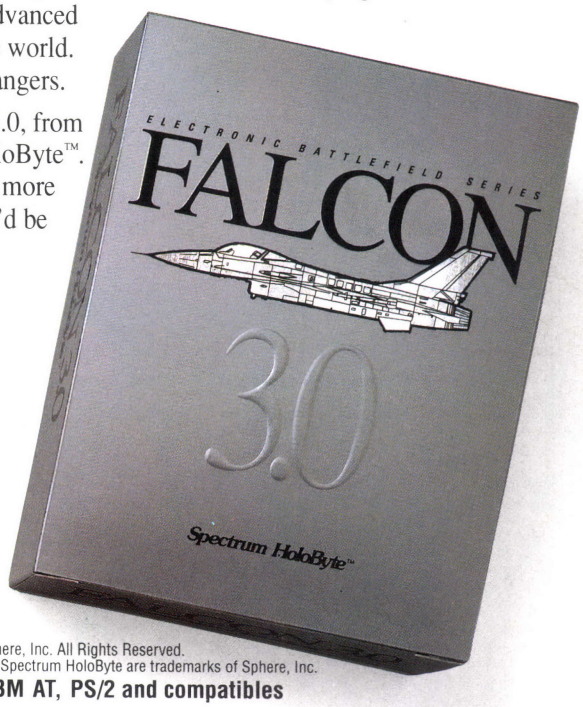


You and your wingman begin the attack, deep behind enemy lines.

... Nearly blacked out, you ease forward on the stick. The g's drop, and you can see again. There he is! You're on HIS six now. This is going to be sweet. As you get tone you know he's yours.

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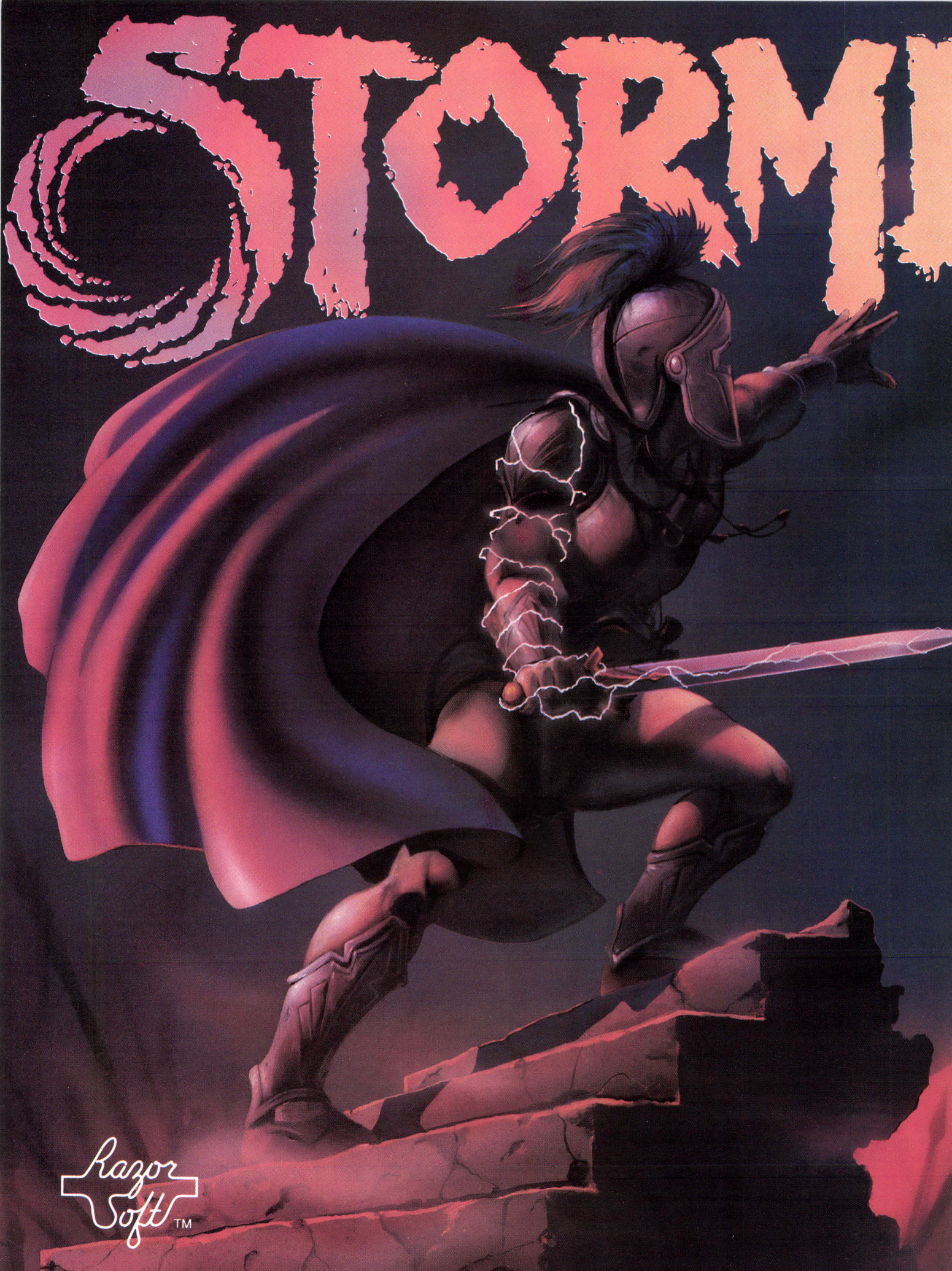


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Beautiful, Entombed Princesses.

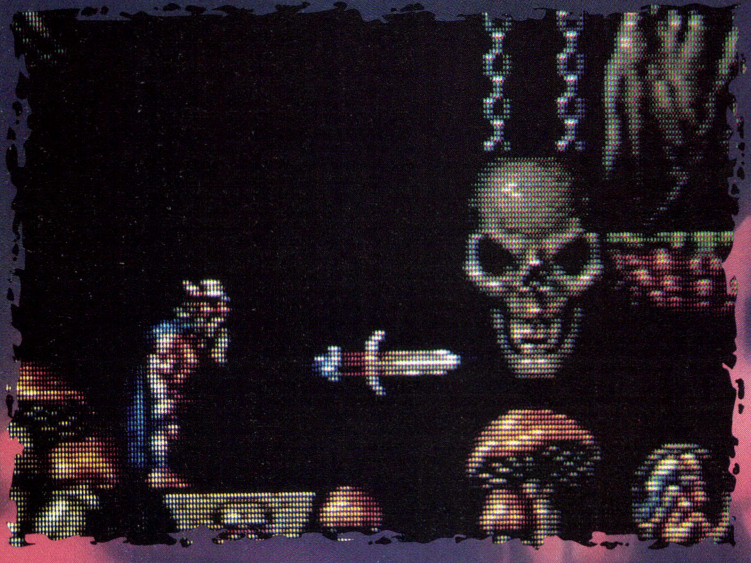
CHILL TO...
Psychotic, Death-Dealing Sorcerers.

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Deranged, Draconian Firedogs.

RUN LIKE H____ FROM...
Hideous, Head-Stomping Hopgoblins.



"Spent hours searching for magical treasures . . . even longer trying to use them." —Trey Green, Game Reviewer



"Battled awesome monsters!"—Aaron Van Stavern, Game Tester

"If you liked 'Ghouls,' 'Stormlord' will blow you away!" —Barrett Ryals, Game Tester

4 Megabit
16 Bit Graphics

Licensed For Play On

SEGA™ GENESIS™
16-BIT CARTRIDGE

This Game Has Not Yet Been Rated.

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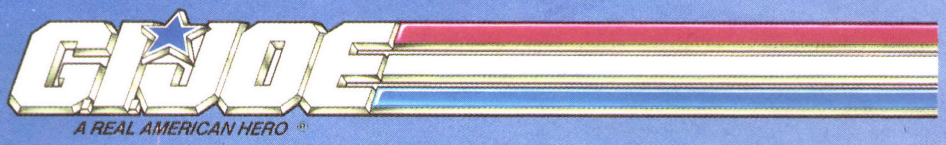


General Tips

There are only three helpful tips of any real use to suggest:

- When one of your team members is about to die, switch to another team member. Do not let a team member die if you can help it, because his weapon-power level will go down.
- Try to get all your characters' weapon-power levels to maximum. When the character you're using is maxed out and you come to another power-up, switch to a lower-level character, and build his power up. Running around with all five characters at their peak will obviously make the game a little easier.
- Check every inch of the sections. There's no telling when you'll find a secret passage that will lead to a Cobra Pogo, Cobra Interrogator or a Cobra Buzz Boar.

A PLAYER'S GUIDE TO



PART I

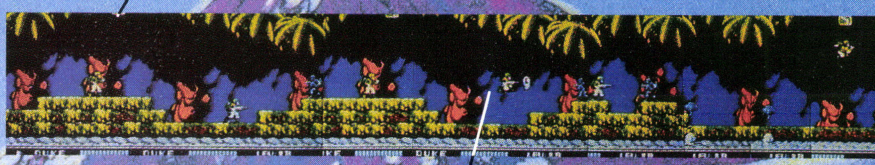
by Donn Nauert

You're part of the famed G.I. Joe Team, and you have only one thing on your mind: to rid the world of the Cobra organization. Yessir, they're up to their old tricks, terrorizing peace-loving people. It won't be easy to make it through the six levels of defense Cobra has created, so General Hawk has set up teams of three and picked the first team member for you in each level. Each team member—there are five: Duke, Rock & Roll, Captain Grid-Iron, Blizzard and Snake Eyes—has his own characteristics, which range from uses of high-tech weapons to specializing in hand-to-hand combat.

Each level in the game is split into three sections. In the first section you must fight your way to the base. The second section features the base (and a maze of corridors) that you must blow up using bombs, and the third section is where you escape from the base.

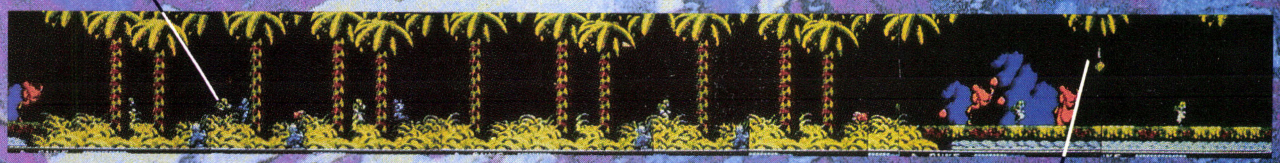
Amazon Jungle Base Level 1-1

Most of the power-up items, like this pistol, can be found hidden high in the trees. The two characters that are sure to reach them are Duke and Snake Eyes.



Snake Eyes is the only one who can reach this one.

These guys will jump into the path of your character as you approach. It will take two shots to defeat them.



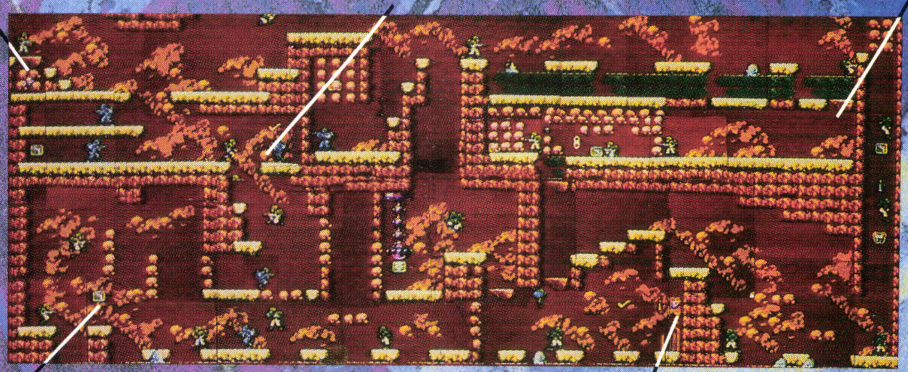
Obviously, you want to get these two items before you battle the Cobra Condor Z-25.

Level 1-2

In the mission zone, always be on the lookout for hidden passages—they're right under your feet when you start. Simply jump and fire downward to knock the rock away, then hold down and press the "A" button to fall through the floor.

Locate the checkpoints and place a bomb on them to blow the place. To get out, you must place a bomb on all the checkpoints in the section. The number of bombs that must be set is indicated in the bottom right-hand corner (two in this case), and the number of bombs that have been set are also indicated.

Don't forget to fall through the floor here and get some hidden power-up items.



It's important to explore throughout the section, especially in the beginning, so that you can build your characters' abilities by finding ammo, pistols and extra K-Rations (life).

This is the exit to battle Raptor. You can't enter until all bombs have been set.



Level 1-2 End Boss Raptor



Raptor and his fine-feathered friend will hover above you.



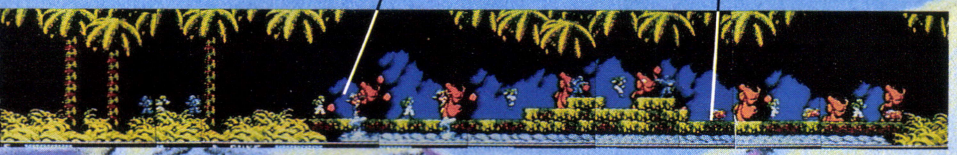
They're just waiting for the right time to attack...



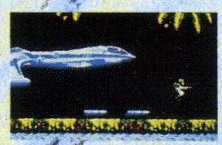
...and pounce on top of you. Keep shooting at all times, and when Raptor's friend stops chasing you, he'll sail high in the sky and try to land on top of you. The key is to wait a few seconds after he has flown up above the top of the screen, then move into an open area. Be careful not to fall in the gaps in the rocks—it can prove deadly.

Whenever you reach some water like this, be on the lookout for Hydroviper.

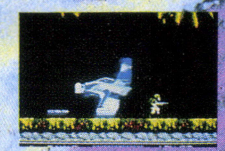
As the wild boar approaches, it will jump toward your character when it gets close.



Level 1-1 End Boss Cobra Condor Z-25



The Cobra Condor Z-25 will approach from the left and fire the missiles, which are easy to avoid, at your character. Using Duke's wide-spread shot, you can stay in the right-hand corner and fire. Once the main portion of the craft is destroyed, the second half or rear of the plane will attack.



Once the rear of the plane starts toward you, switch to Snake Eyes—that is, if he's in your party—because he is the only one that can successfully jump over the craft without damage. But if you don't have him in your group, don't worry about it—you'll want to switch back to Duke anyway. If you have used Duke for the entire section, then his weapon will be powerful enough to destroy the craft before it makes it across the other side (when it moves from the right to the left side). If not, it'll take just a little longer to defeat the second portion of the Cobra Condor Z-25.

Level 1-3

Once you have the Cobra Interrogator, go up to the top and get the items.

There's a hidden passageway in the rock. Shoot the top two boulders, then jump up and move your character to the left onto a ledge. From there, you'll need to jump diagonally (up and right) to make it through to the top.



Although they give you plenty of room to the left, there's nothing there. Keep moving to the right.

This section of Level 1-3 is made easier if you have the Cobra Interrogator. Either way, you'll want to stay as close to the ledges as possible, and watch out for a Hydroviper

Level 1-3 Boss Range Viper



Once Range Viper lands—or stops—he'll lob missiles at you. Again, if you have a character with some power, you can move to an open area and blast him.



Once you get on the screen, you'll find Range Viper hovering in the top right-hand corner. By using someone like Duke (with a wide-range shot), you can get some good hits in before Range Viper moves.

Antarctica Base Level 2-1



Missiles like this one will rain down on you from start to finish.

Blizzard has been picked to lead this mission by General Hawk. The guys on the jet-propelled sleigh will attack when they are even with your character. If you use a character with a strong punch, you can defeat them easily.

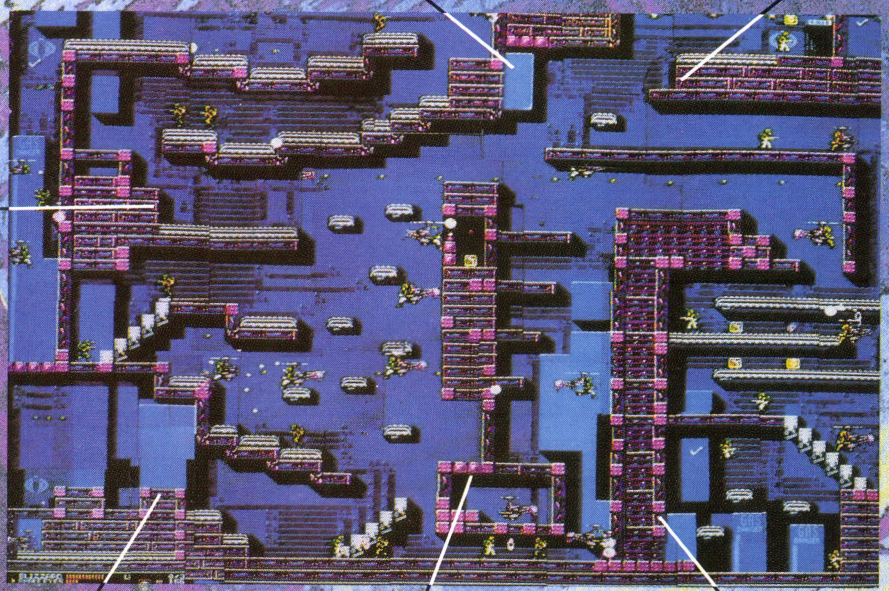
Remember to check everywhere, especially here, for hidden passages and items.

These guys will shoot two rockets, then pause. This is your chance to wipe them out—it'll take two hits to defeat each one.

Level 2-2

Using the Cobra Interrogator, shoot away the walls to find some hidden items.

To reach the checkpoint to the right, you'll have to enter the secret entryway located here.



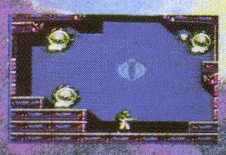
Here's another hidden chamber that contains some useful items.

You can fall through the floor here and get the Cobra Interrogator.

Jump and shoot down to destroy the wall and get this Cobra Interrogator, if you need it.

There's a secret entrance here that will allow you to jump all the way back up through the column. You can find two other entrances also.

Level 2-2 End Boss Buzz Boar





The three Buzz Boars circle around the room. Use someone who has some power in his shots and can jump fairly high: Duke or maybe Snake Eyes would be good. Keep shooting and jump over the Buzz Boars when you need to.

Shoot the danger sign at the top to reveal a hidden Cobra Buzz Boar.

PREVIEWS OF MORE THAN 25 HOT NEW LYNX HITS FOR 1991!!

ATARI ADVENTURE



GIGANTIC LYNX BUYER S GUIDE!!
CHECK OUT THESE POWER-PACKED PORTABLE GAMECARTS!!
SPECIAL MAPS AND TIPS ON LYNX FAVORITES: NINJA GAIDEN TOURNAMENT CYBERBALL AND BLOCKOUT!!

MEET THE $99 ATARI LYNX!

IT'S LEANER, MEANER AND DELIVERS EVEN MORE COLOR-PACKED GAME ACTION ON THE GO FOR A PRICE THAT HAS THE COMPETITION SEEING GREEN!

Ever since it's introduction last year, the Atari Lynx color portable game system has attracted a large following of players who settle for only the very best in video games. With a large library of proven arcade hits, as well as original titles designed specifically for the supercharged hand-held, the Lynx has used its advanced scaling capabilities and detailed graphic characters to bring the most power-packed action you can get into the palm of your hands!

Now Atari has announced the release of their latest portable pow-erhouse - a finely retooled version of the same system, boasting a new sleek design. But what's even better, is that now Atari will make it possible for you to get your hands on portable 16-Bit power, at an incredible price of $99.95! Now you can bring home all the power of a full-color 16-Bit hand-held, with superior functions not found in even the 16-Bit consoles, at a price that's competitive with much less sophisticated black-and-white hand-helds.

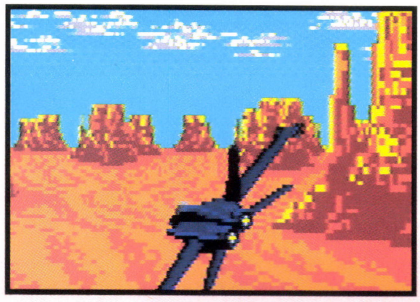
How could Atari repackage their fantastic system for a retail price that's only slightly more expensive than the Nintendo GameBoy®? First of all, the system Com-Lynx cables, power supply and California Games cartridge will now be available separately. You can, however, experience the ex-citement that the Lynx has to deliver at an introductory price impossible to refuse! For those who want the full bang, Atari will continue to offer the standard Lynx model with the California Games cartridge, power supply and Com-Lynx cable for multi-player gaming at a reduced price of just $149.95!

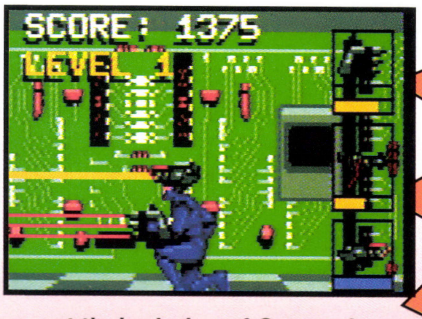
How has the Lynx changed between the new set and original $149.95 set - once again a great value for any video game enthusiast getting into the exciting world of portable play? The best news is that it hasn't! Despite the lower price, the Atari Lynx is just as fabulous as before, with duplicate button arrangements and a special flip function that enables the Lynx to be easily played by both righties and lefties alike! Lynx is the only system that lets you position the controls where you want them!

Atari has scored a direct hit with a super system filled with unmatched power at a price that can't be beat! With its unique construction, expanding library of arcade htis and powerful features such as scaling, the Atari Lynx is a video gaming tour-de-force! Now, at a lower price, the Lynx is an attractive alternative to other hand-helds and game machines on the market!



Two exciting configurations: a base unit at a mere $99.95, and a full pack-out including California Games, the Com-Lynx and AC adapter for $149.95.





Buyers of the standard Lynx system get their choice of Gates of Zendocon, Blue Lightning, Electrocop or Chip's Challenge game FREE!

$99.95 LYNX

The world's first color portable, hand-held video game system, uses a palette of 4.096 colors to display up to 16 colors at once. At 16 MHz (four times faster than competitive units), it's the serious player's choice!

SYSTEM	PROCESSOR	SCREEN	BACKLITE	SYS. RAM	PALETTE	PRICE
Atari LYNX	65CO2	3.5" Color	Yes	64K	4,096	$99.95
GameBoy	Custom 6502	2.5" B&W	No	16K	4 Gray Shades	$89.95
Game Gear	Z-80A	3.2" Color	Yes	8K	4,096	$159.95
Turbo Express	HuC6280	2.6" Color	Yes	8K	512	$299.95

AWESOME ACCESSORIES!



The Lynx Carrying Case has room for up to 12 game carts, the cigarette lighter adapter, a sun visor, spare AA-size batteries, and the AC adapter, as well as the Lynx itself. The removable velcro hinges allow you to customize the padded bag's interior. All accessories are sold seperately.



The Lynx Cigarette Lighter Adapter gives *two* players hours of on-the-road fun, without draining your batteries!



The Lynx also can be carried about in this pouch, which accomadates the Lynx, the ComLynx cables, spare AA-size batteries, and Lynx game cartridges. All accessories sold seperately.

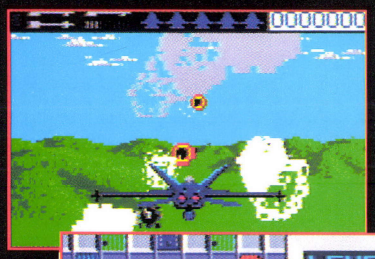
$149.95 LYNX

The ultimate portable sytem, in an unbeatable package! In addition to the hot Atari Lynx, you also get the ComLynx cables that allow multi-player capability, and an AC adapter so that the system can be played anywhere electrical power is handy! But the bonuses don't stop there - you also get California Games and a special second cart - making this a pro player's dream machine!

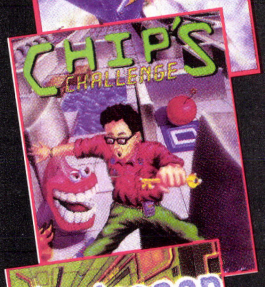
THE HOTTEST GAMES FOR THE



BLUE LIGHTNING



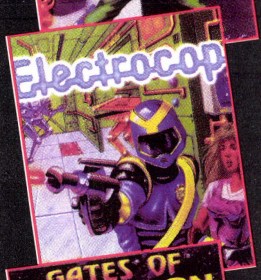
Atari presents one of the most intense aerial dogfights ever! Outstanding scaling effects produced by the Lynx's powerful graphics processor bring Blue Lightning into a class exceeding most 16-Bit home systems! The colorful graphics and 3-D effects are so impressive it was voted Best Hand-Held Game of the Year!



CHIP'S CHALLENGE



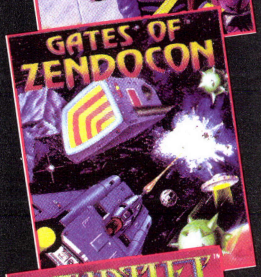
Nerdy Chip McCallahan has a crush on Melinda the Mental Marvel and would do anything to join her computer club The Bit Busters. Chip must challenge over 144 intriguing puzzles in order to be accepted into the club. A huge variety of new concepts and original ideas incorporated into a puzzle game that has something for everyone.



ELECTROCOP



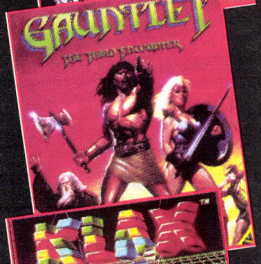
You're a new breed of cop, and you've been summoned to the offices of Megacorp. They tell you that the president's daughter has been kidnapped along with some Top Secret documents. You must progress through the abandoned research lab, breaking codes and finding new weapons. Excellent three-dimensional action!



GATES OF ZENDOCON



The evil spider has assembled his hordes, captured you and sent you into his deadly web of universes, now you must fight your way out! Gates of Zendocon features 51 levels of shoot-em-up action with bright and colorful graphics plus 2 difficulty levels and password entry. Progress through all the levels and fight it out with the huge boss.



GAUNTLET: THE THIRD ENCOUNTER



Eons ago, an enchanted Star Gem crashed into the Earth at the base of an ancient castle. Evil creatures from the castle captured it and plan to use its power to destroy mankind. You and your friends must journey through a Gauntlet of 40 mind boggling mazes to rescue the Star Gem. Great 4-player simultaneous action!



KLAX



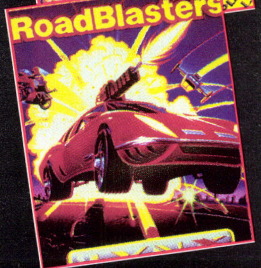
"The best version of Klax the home market will ever see" says Electronic Gaming Monthly! A perfect translation of the arcade puzzler invites you to stack the colored blocks or throw them back! Try creating rows for Klaxs and bonus points! Superb digitized sound effects and music and extremely addicting game play!



RAMPAGE



A revamped version of the famous arcade classic! Lizzie the Lizard, George the Gorilla, and Ralph the Werewolf are all back plus a new edition to the group Larry the Lab Rat. Colorful graphics and hilarious animations make the game come alive. Up to 4 players can join in on the fun and mayhem!



ROADBLASTERS



In the not-so-far off future auto racing will take on a whole new dimension. Based on the Atari coin-op, RoadBlasters is a fast and furious driving/ shoot-em-up with all the sights and sounds of the arcade. Catch the special weapons dropped from the weapons craft overhead. Equip yourself with UZI cannons, Nitro, and Cruise missles to blast through all 50 levels!

HOTTEST HAND-HELD AROUND!!



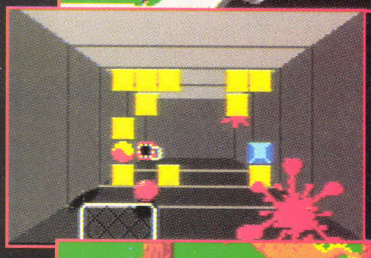
MS. PAC-MAN

The all time classic is back. Ms. Pac Man must gobble up dots, power pills, and an occasional ghost to get through each maze. Everything has been faithfully recaptured in the Lynx version, even the cute intermissions from the arcade are there! Ms. Pac Man is a blast from the past anywhere you go, and don't worry, the patterns have all been changed.



PAPERBOY

This translation of Paperboy for Lynx brings home all of the action from the coin-op. Peddle your bicycle through the neighborhood delivering papers to your subscribers' homes. Watch out for mad dogs, remote-controlled cars, and careless drivers as you try to survive an entire week in the burbs. If you make it through the week, you get to keep your job!



ROBO-SQUASH

In the 31st century, two warring fractions are tearing the Federation apart. Are they going to solve their dispute with an intergalactic fire fight? No, they going to play Robo-Squash. Go against the computer or use the ComLynx to challenge a friend in a deadly 1-on-1 tournament.



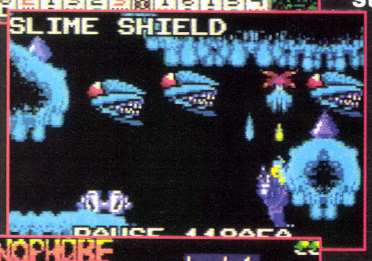
RYGAR

You are the chosen one who is to rid the land of hideous monsters and powerful, lurking creatures. In this translation of the arcade game you must battle your way through 23 challenging levels in order to restore peace to the People of Good. This game features great graphics and game play. If you fail, evil will rule forever.



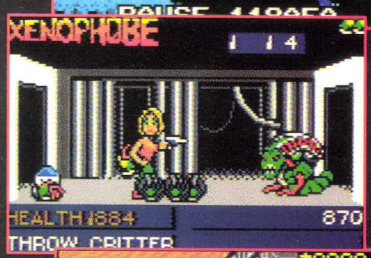
SHANGHAI

In this version of the ancient solitaire concentration game, you must match tiles of the same style. Remove all the tiles and you win. Tiles are arranged in the shape of dragons, bears, fish and other Chinese symbols. Challenge 7 different puzzles in this game of intricate moves and timeless strategies.



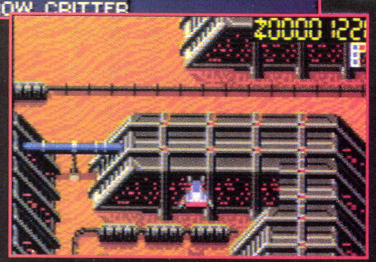
SLIME WORLD

You are Todd, a brave and fearless explorer and you want to conquer Slime World, a world filled with bizarre creatures, flowing rivers of slime, and man-eating plants. 8 players can join in and fight their way through 6 complex and challenging levels. A fantastic adventure with lots of huge slime filled caverns to explore.



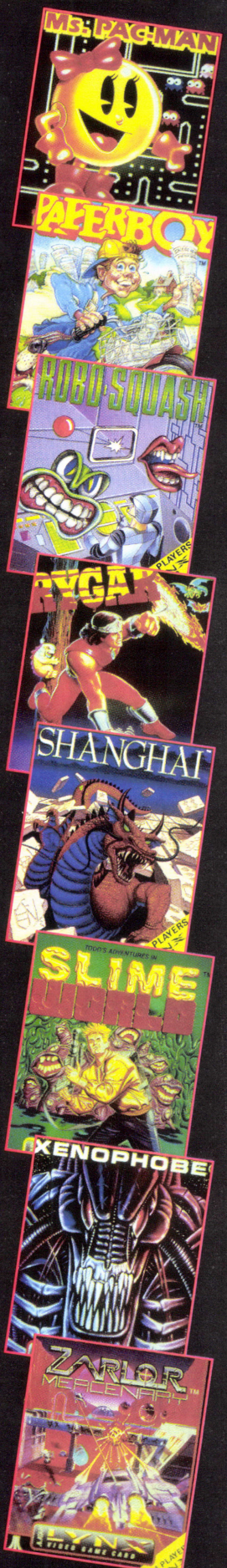
XENOPHOBE

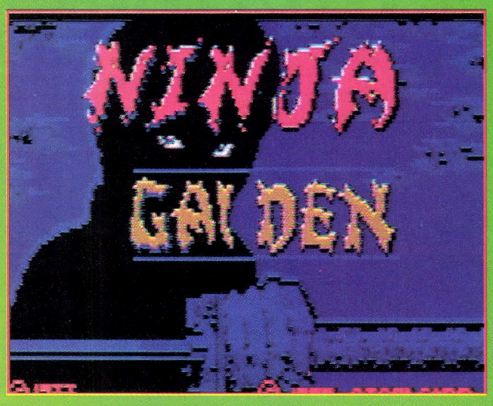
The excitement of the arcade classic can be relived when up to 4 players join in on this alien extermination mission. The space station is infested with every kind of disgusting alien creatures. Pick up special weapons along the way and clear out the base before it self-destructs.



ZARLOR MERCENARY

You are a mercenary hired by the Zarlors, the arch enemy of the ruthless Medicants. Your mission: to fly across the Medicant lines and cripple their army. Choose from 7 different characters and blast your way through 6 exciting levels alone, or with 3 other mercenaries in this explosive shooting game.





MARTIAL ARTS!

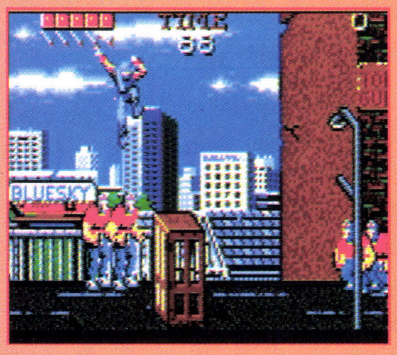
ARCADE ACTION!

This visual masterpiece for the Atari Lynx system sports intense graphics and excellent sounds. Ninja Gaiden has all the excitement, powerups, and weaponry of the original coin-op classic. Rare is a game translation that retains the phenomenal feel of its parent game.

A particular surprise in Ninja Gaiden is the graphic integrity of the backgrounds and character animation. The colors are vibrant and lack no luster at all. Also, the animations are brilliant and smooth.

Lastly, Ninja Gaiden consists of the one thing that few games offer: marvelous player control and response. Fans of the original Ninja Gaiden will be pleasantly thrilled with this rendition. Every aspect of the game flows smoothly and cleanly. Bravo, Atari!!

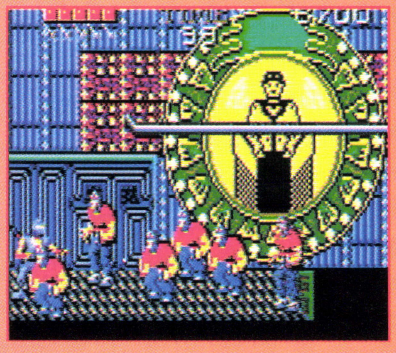
EXCITEMENT!

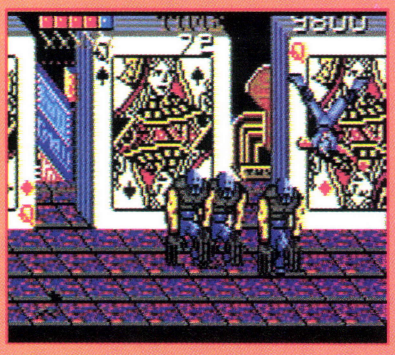




LEVEL ONE!

This is a good place to practice your basic skills as a ninja warrior. Take on the evil Sumo Wrestler at the end.





LEVEL TWO!

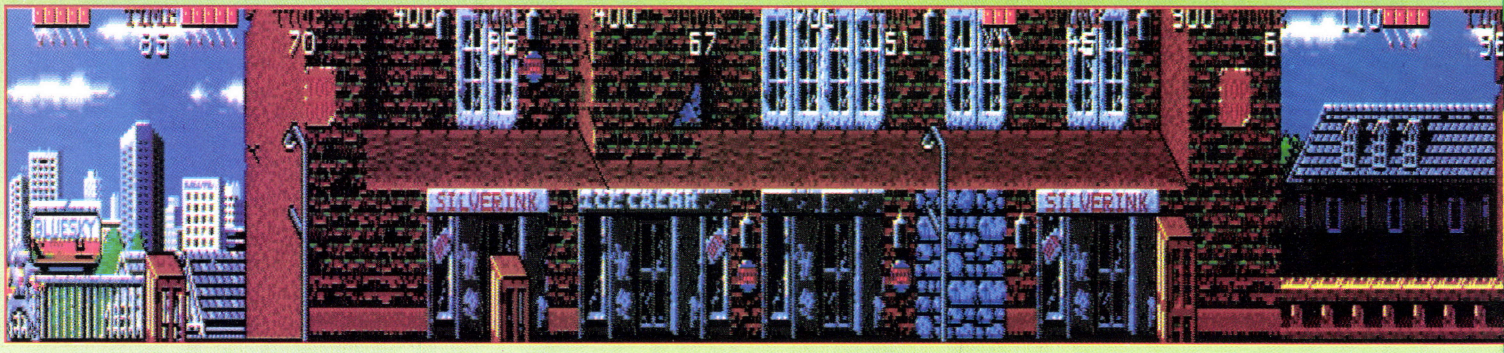
There isn't too much room to operate on this level. The Blade Brothers will try to chop you into little pieces.



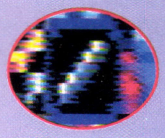


LEVEL THREE!

Take a tour through the backroads of the local slums. Beware the Dragon Team! Everything isn't as it seems...



GRAB THESE POWER UPS TO SURVIVE!!



Life Pill - These are scattered throughout the four areas. Get them all.



Ninja Sword - This mighty weapon will slice through the enemies like butter.



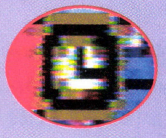
Power Pill - This life pill will restore all of your hit points. Do not miss these.



Bonus - This life pill will restore all of your hit points. Do not miss these.



Extra Man - It's always nice to find a free man inside a box or phone booth.



Time Restore - Time is replenished when you locate the rare Time icon.



THE ENEMY

These Jason look-alikes will try to stop you.



SMASH 'EM

Break phones, cans, and boxes for icons.



HIGH JUMP

Jump straight up to reach high altitudes.



NINJA SWORD

Grab the icon for this powerful weapon.



WALL JUMP

Flip off the walls for surprise attacks.



ENEMY FLIP

Toss the enemies around with this move.



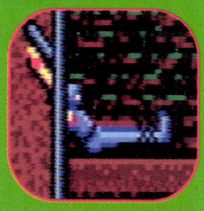
BAR SWING

Move on the bars to avoid the enemies.



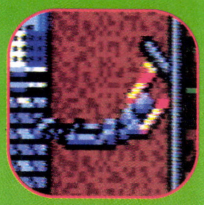
FRONT SWING

Knock the enemy back with this blow.



REAR SWING

A devestat-ing rear blow to the enemy.



FRONT PUNCH

A quick and powerful blow to the face.



FRONT KICK

Weaken the enemy with the front kick.



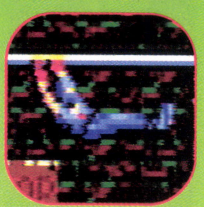
ROUND KICK

Finish off the enemy with this move.



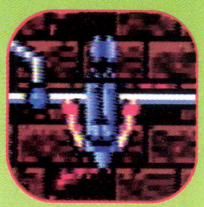
BAR SWING

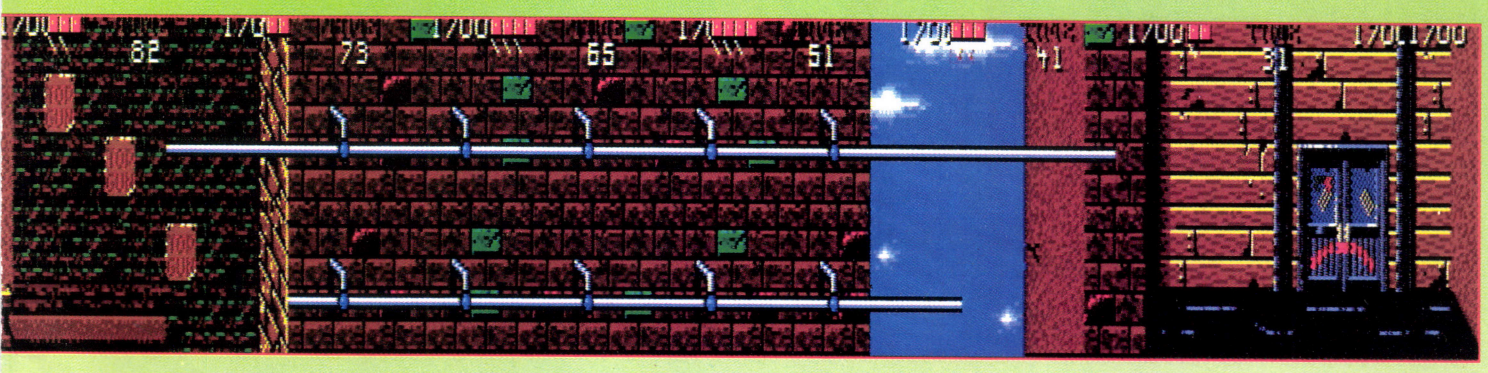
Similar to the front and rear swings.



POWER PULL

Pull yourself up or lower yourself down.





TOURNAMENT CYBERBALL



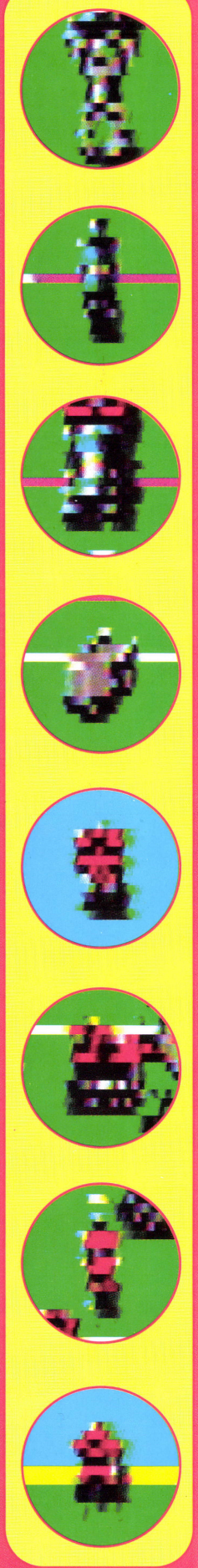
Gaze into the future, nearly a century away! After phenomenal advances in technology, football is being played by highly sophisticated (and mass produced) robots. Man has been replaced by gears and wires, no longer engaging in physical activities. Enter a world of atomic footballs, nuclear explosions, and unending fun with Tournament Cyberball for the Atari Lynx System!

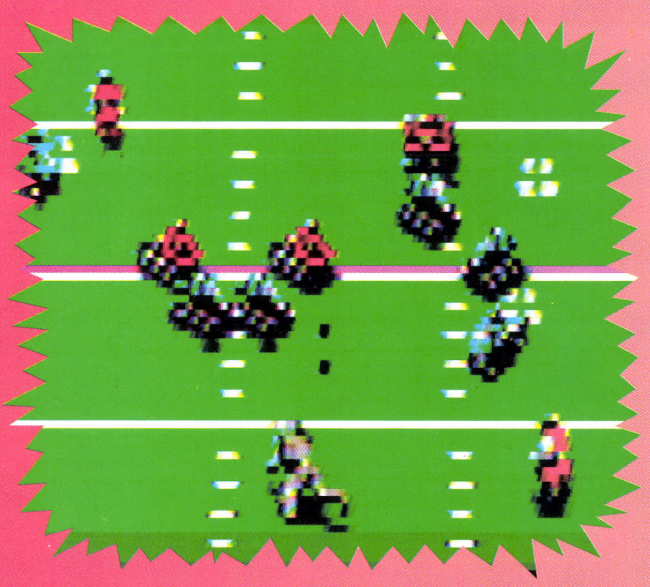
Passing, running, and option plays, are all offensive choices that only you can make. Remember, however, that even robots can breakdown after taking massive hits from a pumped up defense, so be careful! Once a robot starts smoking, replace it quickly. Save the team funds for high quality robots like wide receivers and running backs whenever possible.

Underestimating the offense is fatal. Coaches should never let receivers get in the clear or leave a wide open lane for agile running backs to squeak through. Killer plays for defense allow multiple blitzes, prevents, or man-to-man coverages depending on the type of situation.

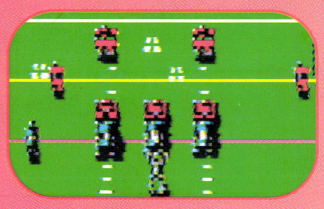
Superior sounds, intense graphics, and fluid game play make Tournament Cyberball an armchair quarterbacks dream!







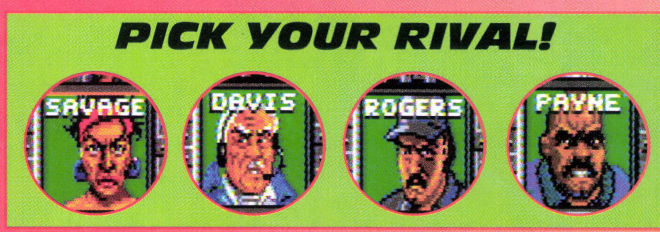
DON'T FORGET TO DEFUSE THE BALL!!

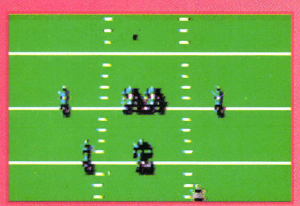


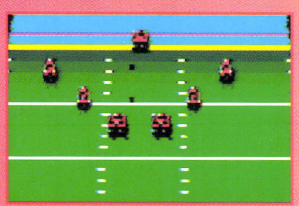


Careful!! Many good players have lost powerful running backs, agile wide receivers, or star quarterbacks to a fiery explosion!

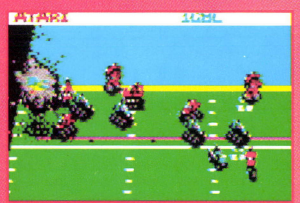
PICK YOUR RIVAL!

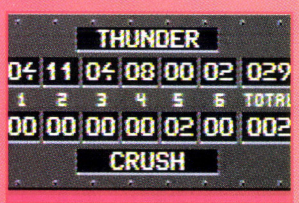






BE READY FOR ACTION!





OFFENSIVE PLAYS

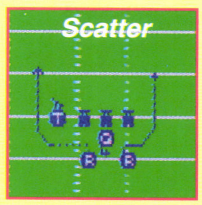
RUN
Use the powerful running back to break through the defensive lines!

OPTION
Decisions, decisions. Pass, Run, or Bootleg? It's your choice!

PASS
The ultra-quick wide receivers can outrun nearly any defense.

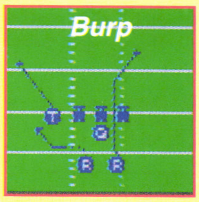




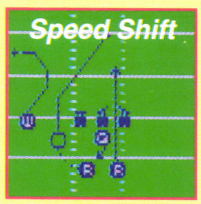




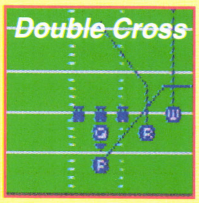




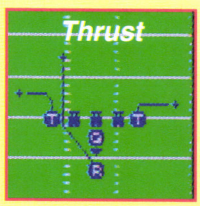


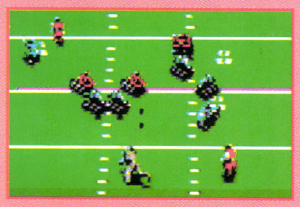
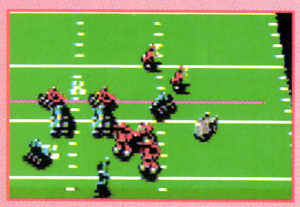


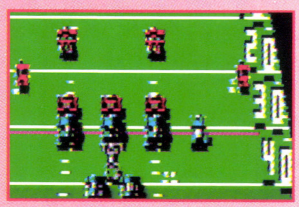




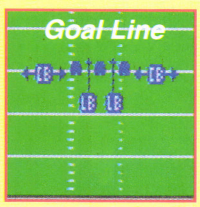






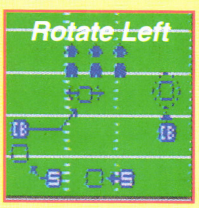




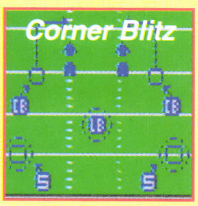




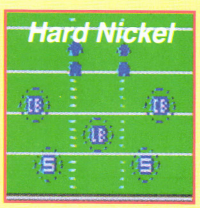


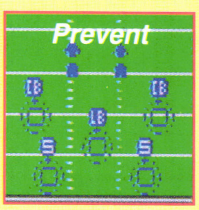












SHORT
These patterns are great against the run or short yardage plays.

MEDIUM
Short passes are hopeless when facing this defensive lineup.

LONG
Critical and long? Stop them short with the long formations.

DEFENSIVE PLAYS

PICK YOUR TEAM!

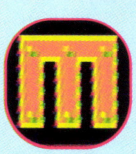

Thunder

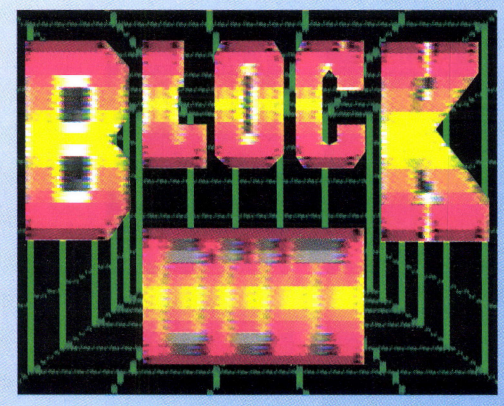

Crushers


Lasers


Force


Lightning

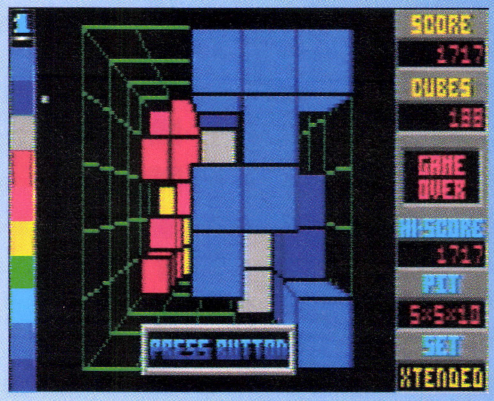

Machines



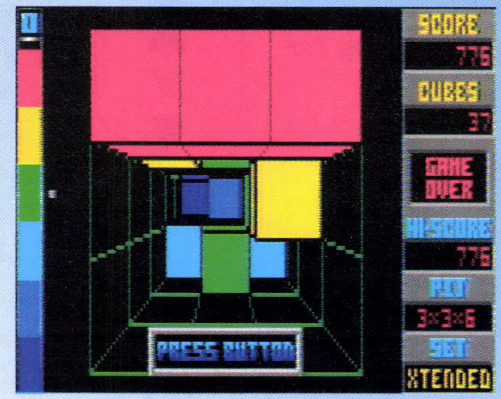
THE 3RD DIMENSION...

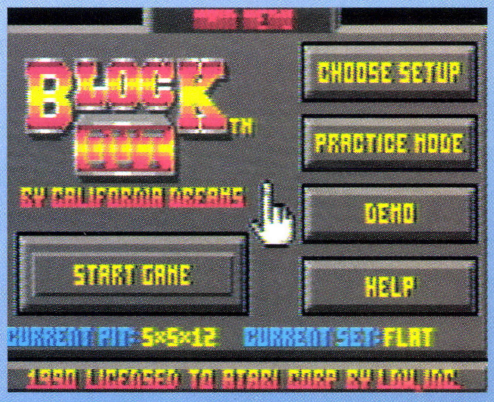
A new game for the Atari Lynx system, Blockout gives the falling block theme a whole new look and feel. This added dimension opens up a whole new bag of worms since 3D blocks can be almost any shape or size.

Boasting superior graphics and better difficulty settings than most puzzle-block games, Blockout is a challenge for people with a strong will and heart! Numerous unending levels of fun await the serious gamer who never gets enough of those twisting, colorful shapes. The best of the best will have a hard time keeping up with Level 9, the fastest game in town!!

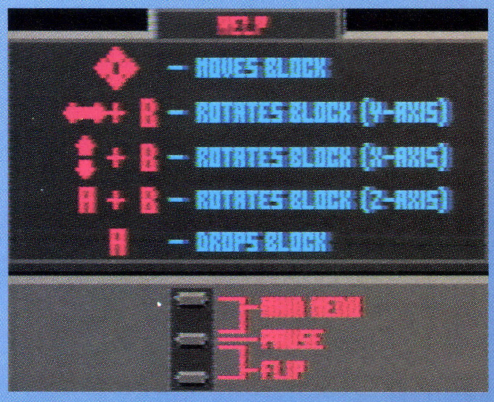


Ugh! This is what happens when you don't practice the rotations. The extended block set is for pros only.

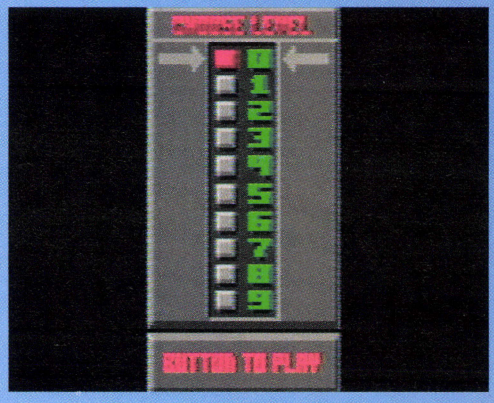




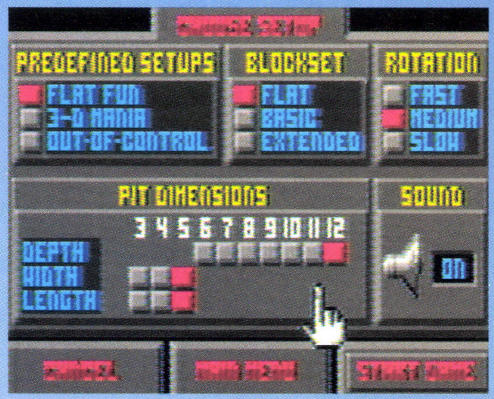
The Main Menu allows you to view a demo, practice, learn, or customize a game according to your skill level.

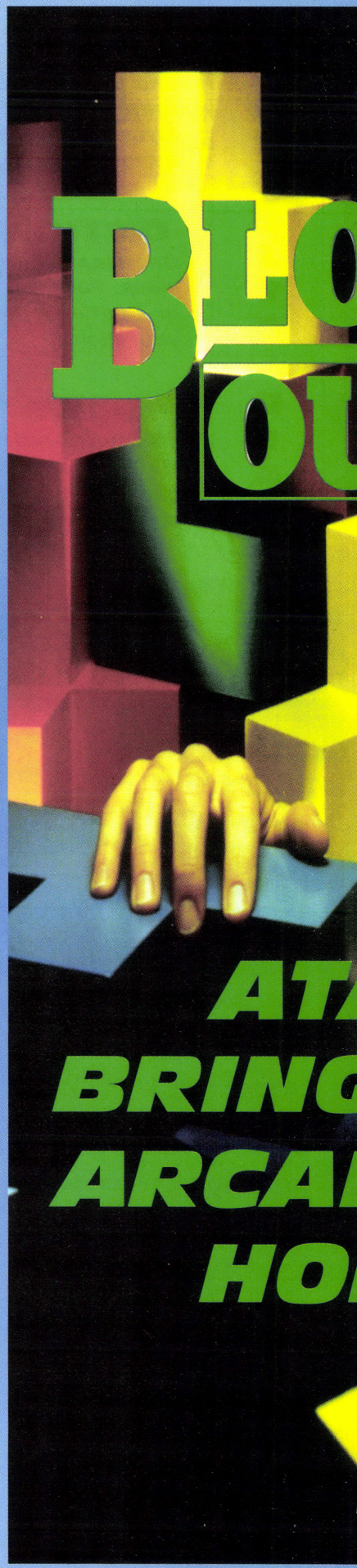


Use the Help screen to learn the various moves and rotations. Wise players master the Z-rotation first.

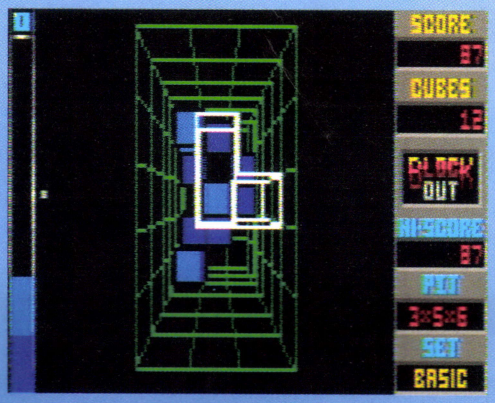


Use the speed and set-up screens to start at lower levels, then move up as you learn the different techniques.



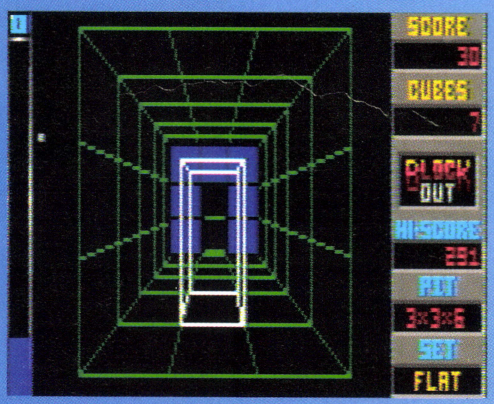






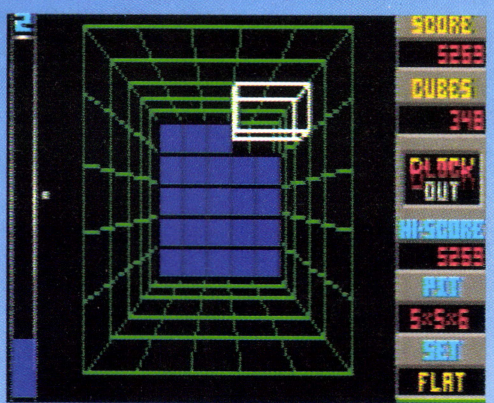
DON'T PANIC!

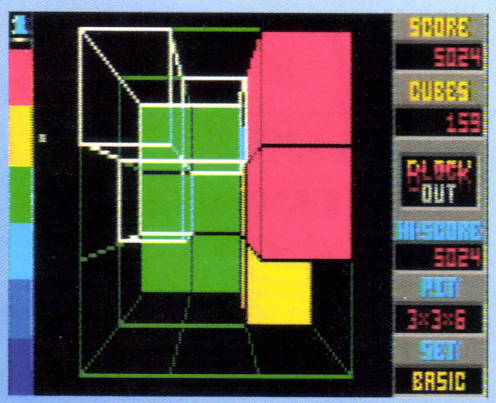
By using the color bar to the left, guide the falling three dimensional blocks into their proper positions. The flat setting is similar to Tetris since none of the block have depth; only by rotating the blocks will they have that perspective. Practice at this level until you become comfortable with the rotations and block shapes. Limit the rotations to 2 or 3.



BLOCK OUT!

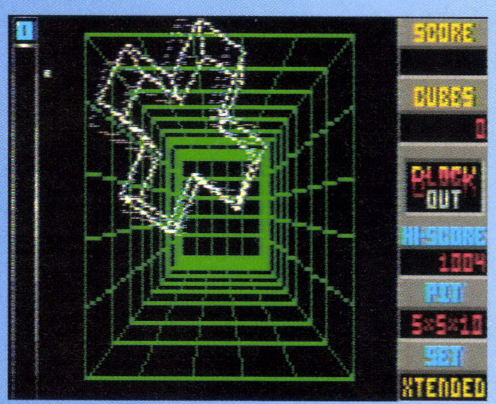
This is what the game is about! After careful planning and a little luck, you can clear all of the blocks from the screen. Blockouts are far easier on smaller boards than large boards. Work your way up to larger boards only after mastering the smaller ones. Each Blockout will net you a huge bonus! Try to get them early.





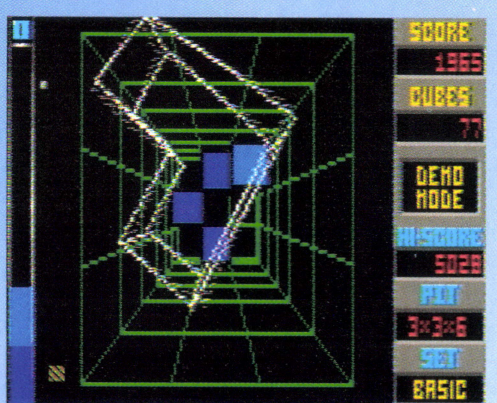
BE CAREFUL!

Never let the blocks get too high, or else you'll run out of room to maneuver the incoming blocks. In order to rotate the blocks, you need space to move. Try to keep the blocks as flat as possible, and do not set them on end unless it is absolutely necessary. Practice in a three-by-three-by-six area to learn quick and accurate rotations.



THE Z-ROTATION!

While the X- and Y-rotations are far easier to learn, the Z-rotation is the most valuable rotation at your disposal! It is possible to play without the Z-rotation, but the game eventually becomes far too fast to waste time with multiple X- and Y-rotations. Play the practice game to master it, and you'll begin to play like a pro!

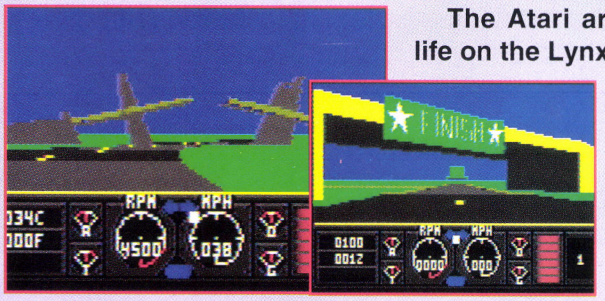


MORE HOT TITLES

THE LYNX IS ON THE PROWL!!

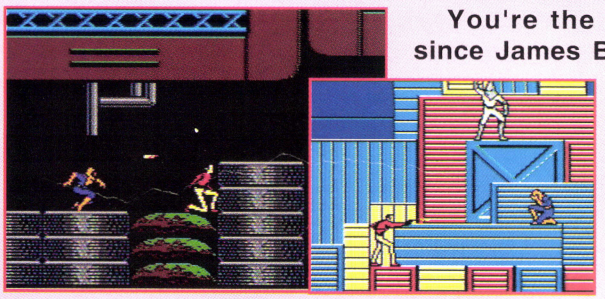
The Atari Lynx is shaping up to be one of the best video game systems around, with some of the most advanced home video game hardware on the market and an ever increasing line of software the Lynx is tearing up the competition. Currently there are 16 titles available and over 36 new titles scheduled for release in 1991! Many of the new titles are arcade translations of popular Atari coin-ops such as Hard Drivin', Vindicators, 720, APB, Xybots, and even more recent hits such as Stun Runner and Hydra! Atari also has a great lineup of sports titles for 1991 with NFL Football, Tournament Cyberball, Hockey, World Class Soccer, Golf, and an unique basketball contest called Basketbrawl (where you do a lot more than just play ball)! There are also many eye-catching originals like Barbarian Bodyguard, Warbirds, Turbo-Sub, and Junkyard Dog - a really fantastic side-scrolling action-adventure for the portable Lynx. With over 40 titles scheduled for availability and a new lower price, it looks like it's going to be a great year for Atari!

HARD DRIVIN'



The Atari arcade classic comes to life on the Lynx with true filled polygon scaling and fast driving action. Choose the speed track or stunt track and test your skills in one of the toughest autoracing challenges ever!

ROLLING THUNDER



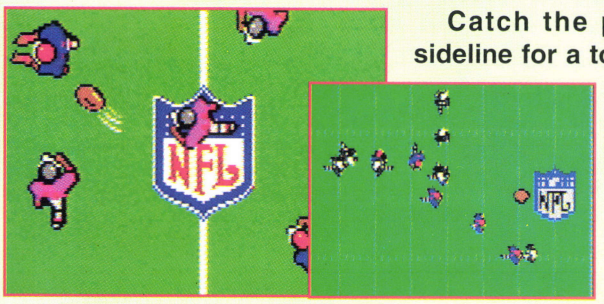
You're the slickest secret agent since James Bond himself! Now you must infiltrate a terrorist organization and rescue your partner - alone! Great arcade action brings you all the looks and feel of the coin-op classic.

HOCKEY



Grab your stick and hit the ice. Realistic game play and smooth scrolling bring all of the fast action of real hockey to your Lynx. When the pressure is on, try not to get in anybody's way or a fight might break out.

NFL FOOTBALL

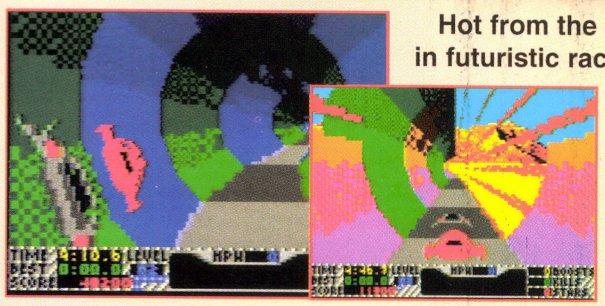


Catch the pass, and run up the sideline for a touchdown! As many as 4 players can pick teams from a list of official NFL organizations! Excellent scaling of the field as well as digitzed voices calling the plays!

ATARI®

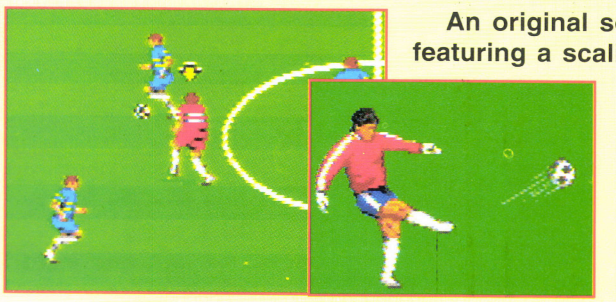
COMING IN 1991!!!

STUN RUNNER



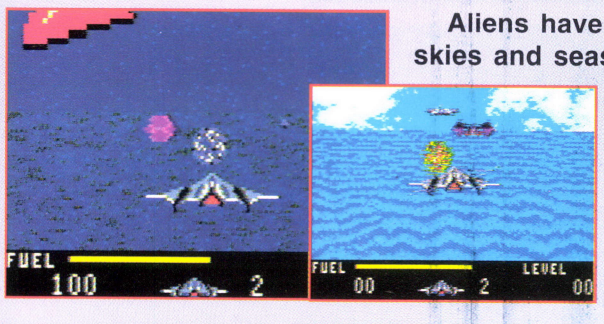
Hot from the arcades comes the latest in futuristic racing games, Stun Runner. Pilot your vehicle through a vast network of winding tunnels at speeds exceeding 700 M.P.H!! Blast the opposition with lasers to come in first place.

WORLD CLASS SOCCER



An original soccer game from Atari featuring a scaling field that zooms in where the action is. You have to be fast and furious to kick the ball past the goalie. One to four players can challenge the best in world class soccer!

TURBO-SUB



Aliens have taken over the Earth's skies and seas. It's up to you to rid the planet of these other worldly trouble-makers in the air and water! The fate of the extremely detailed Earth is in your hands...and missiles!

VINDICATORS

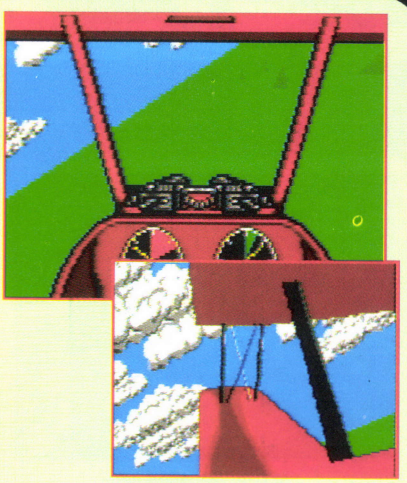


Controlling the most powerful tank in the solar system, you must infiltrate an alien space station to eliminate their leader. One or two players can play simultaneously in this great conversion of the Atari coin-op hit.



TOKI

This original action game based on the little seen coin-op is a great action/adventure title for the Lynx. You must guide Toki through forests, caverns, and mountains. Along the way pick up the special weapons left after killing certain enemies. Great fun from start to finish!



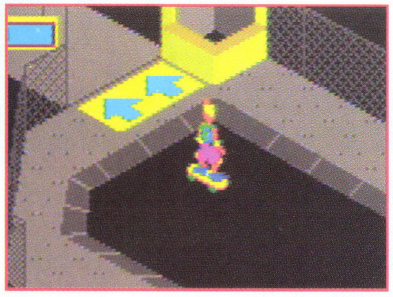
WARBIRDS

An original flight simulation from Atari. In Warbirds up to 6 players can test their skills in some of the most intense dog-fights ever! Excellent scaling and use of polygon graphics give multiple perspectives and duplicate the feel of true flight!



HYDRA

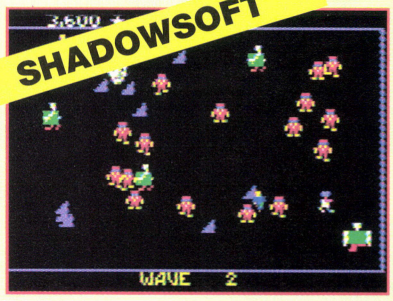
Based on the recent arcade smash from Atari, this translation in still in the early stages, but looks like it'll be a hot one. Safely transport the cargo back to headquarters in your combination boat/ jet plane. Blast the enemy ships with power-ups gained along the way.



720

In this coin-op conversion you must ride your skateboard around the neighborhood avoiding traffic and killer bees. Try to pick up enough stray cash to get you into the skate parks and win some serious bucks To upgrade your gear. "Skate or Die!"dude.

SHADOWSOFT



ROBOTRON

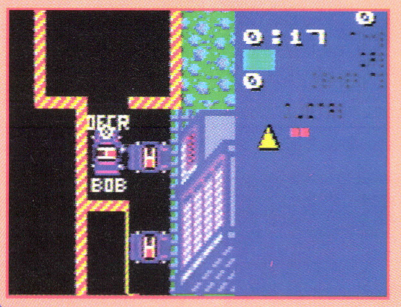
A blast from the past! A great translation of the old coin-op from Williams. While the absence of the two joysticks is obvious, once you get used to the new controls it offers THE most shooting action this side of the arcade. Shoot the bad guys and rescue the humans.

SCRAPYARD DOG



This Atari original is still in the early stages, but promises to have lots of hidden secrets and plenty of action. Expanded from the 7800 version, Dog is a great adventure!

A.P.B.



All Points Bulletin! In this arcade translation you must search out and bust the bad guys. Listen to reports from the station to find your criminal. Awesome voices.



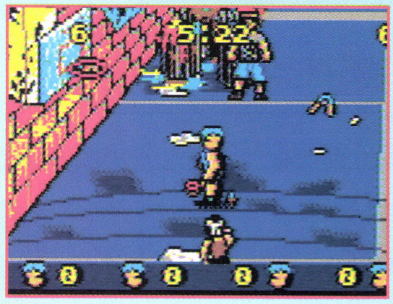
CASINO

Now you can play the slots without even going to the city of lost wages. Try your luck at black jack, roulette, craps, slot machines, and poker. Walk around the casino and see where the action is. Don't worry, there's nothing to lose and everything to win!



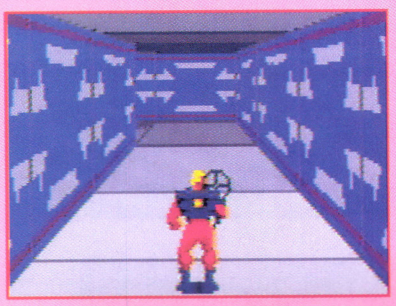
PACLAND

Pac Man is back in an all new adventure. This time instead of gobbling dots, you must run and jump your way through Pacland. Chomp on fruit, dodge ghosts, and hurl obstacles in this great arcade translation. A cute and colorful adventure that everyone in the family can enjoy.



BASKETBRAWL

An original multi-player basketball game from Atari. If you thought the pros played hard, than wait 'till you play against a group of street punks in a furious "No Rules" game in the street. Pick up the knives and nunchuks when the going gets rough. Get ready to rumble!



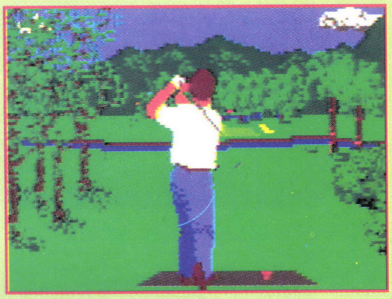
XYBOTS

Based on the Atari coin-op, you must go through a three dimensional maze blasting dangerous robots. Collect money along the way to buy special weapons. A great 2-player simultaneous game.



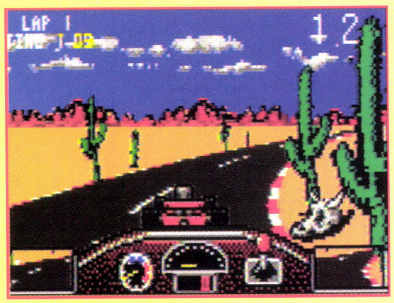
BILL & TED'S EXCELLENT ADVENTURE

Hop in your time machine and try to rescue your two bodacious babes. Travel to many different times and meet many historical people. Lots of fun in this totally "Excellent" game.



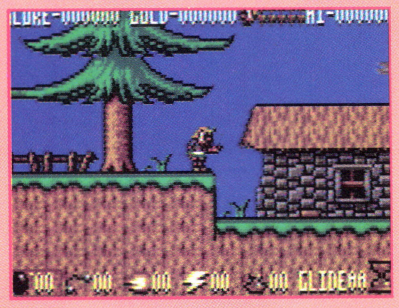
GOLF

Go for a hole in one! Pick your challenge from 18 of the hottest courses around. Choose your club, adjust your stance, check the wind, and control your swing. An extremely detailed and realistic first person golf game.



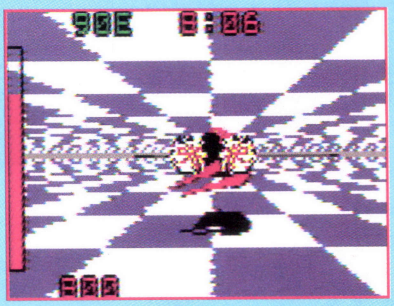
CHECKERED FLAG

An original racing game from Atari that lets you challenge your driving skills on a variety of premade tracks, or build your own using the course edit mode! 1 to 6 players can join in for unrivaled racing action!



VIKING CHILD

Battle your way through an enchanted land to rescue the captive princess! Journey into villages, forests and caves as you collect info and weapons in this action adventure cart from Atari.



GRID RUNNER

It's the sporting event of the future. 1 to 4 players can compete in this futuristic version of soccer. Grab power-ups along the way and carry them to your opponents goal and blast it in before the timer runs out.



GEO DUEL

Maneuver your ship in a grid-like world of speed and danger. Dodge the many obstacles on the grid surface while leaving a wall of light behind you. Try to trap your enemies and make them crash to their doom.



CRYSTAL MINES 2

Exercise your mind in several challenging and unique puzzles. Blast the rocks in the right order or you might get crushed. This puzzle/ strategy game is the first Lynx game developed by 3rd party licensee Color Dreams.



FIDELITY ULTIMATE CHESS

Capture the timeless strategy of chess in this detailed simulation from Telegames. Challenge the computer for solo play or a compete against a friend in either 2-D or 3-D mode.

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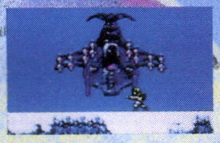
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CIRCLE #146 ON READER SERVICE CARD.

Level 2-1 End Boss
Cobra Sea Ray



Chances are you just might need this extra life.



The weapon to use for this end boss is the hand grenade, and the character that can throw grenades the fastest, especially with auto-fire, is Snake Eyes.

Level 2-3

This is a very short level, and if you get the Cobra Buzz Boar to the left, it can be easier. The Cobra Buzz Boar can also be used to get the items that are in out-of-the-way places.

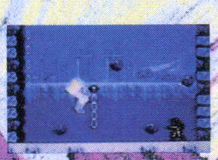
Take your time through this level, and you might make it to the end in the Cobra Buzz Boar. Be sure to keep track of how many hits you can take before the Cobra Buzz Boar is destroyed. Make sure that when it's destroyed, you're over a ledge.



Level 2-3 End Boss
Metalhead

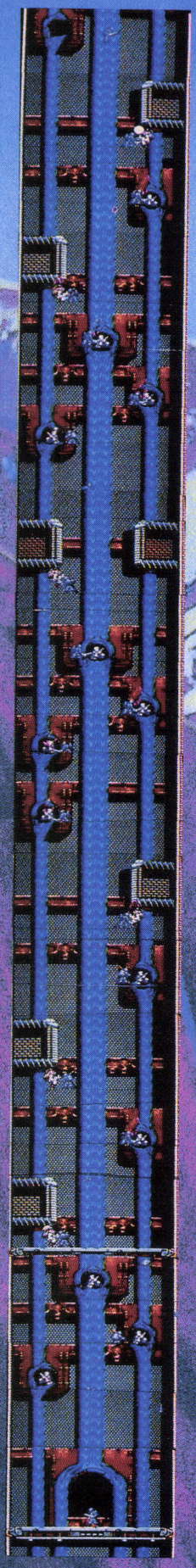


When Metalhead appears on the screen—he'll blast through the wall on the right—he will immediately start throwing missiles into the wall and ground, which slings rocks into the air.



You can shoot or punch all the rocks that might hit you. Metalhead will also jump to where you are once he's fired a missile. He's tough to avoid, but the key is to have a character that can jump fairly high and blast the rocks—and Metalhead—every chance you get.

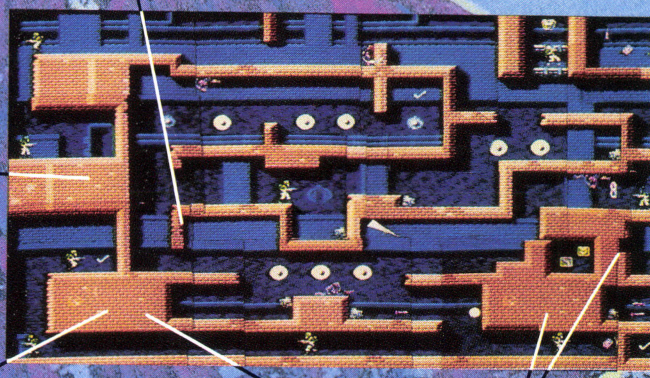
Level 3-1
Super Computer Base



This level is fairly easy and a good place to build your powers. Just make sure you get the enemy soldiers as they appear on-screen.

Level 3-2

Using the Cobra Interrogator (located on the left) will make it easier to get by the enemy here. (The bad guy will fall from the ceiling and land right at the edge of the ledge.) You can also use Blizzard, since his shots can go through walls and other obstacles.



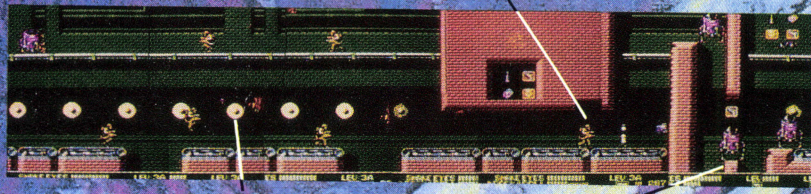
A secret passageway is located here.

A secret passageway is located here.

A secret passageway is located here.

Level 3-3

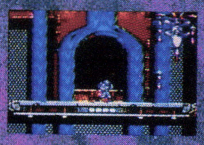
To successfully drop down to the ledge below, hold the directional pad to the right as you fall.



The eagles will attack in masses.

Jump up into the secret passageway to get onto the ledge above and retrieve the Cobra Pogo.

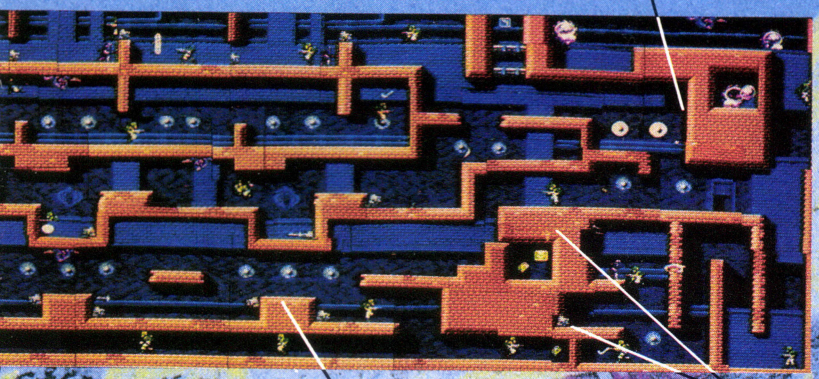
Level 3-1 End Boss
Cobra Fang



Again, use a character that can throw grenades quickly—Snake Eyes, for example.

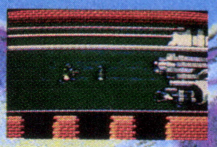
Level 3-2 End Boss A.I. Computer

This is the largest area of the game so far. From the ledge below, you'll have to jump into this corner to enter the room with the Cobra Interrogator. This level will also let you practice your wall climbing.

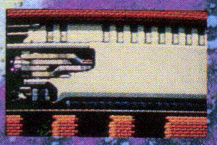


Anywhere there is a wall rocket launcher there's the potential to get a lot of extra items.

A secret passageway is located here.

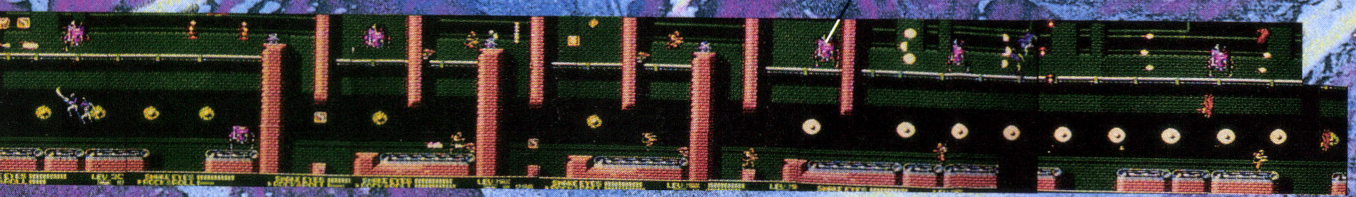


Shoot the "eye" that appears in the center of the computer to destroy it, but watch out for the claw that will reach out and grab you. Try to stay on the far pillar to the left.



When the computer makes its charge, drop down to the wall, and hang there until after the claw reaches out (once the computer has gone by), then continue firing.

If you have the bulletproof vest found earlier in the section, you can basically run through the section, make it to this point and still get all the items.



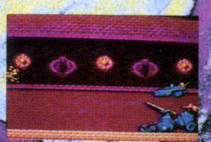
Level 3-3 End Boss Overlord & Dictator



Once the vehicle appears, it'll begin to shoot missiles at you.



After a few volleys of missiles, the top portion will detach and fly toward you. If you jump in the air, you can lure it into attacking at a higher point, then duck and avoid it.



When the top portion leaves the screen to the left, the bottom portion will move in and join it. Try to jump so that you can avoid the vehicle entirely—timing is critical here. If you have a character like Snake Eyes, who can easily jump over the vehicle, or Rock & Roll, who's equipped with a powerful weapon, then you'll find this end boss easy to defeat.

DESTINATION ARCADIA

THE 1991 A.C.M.E. SHOW in Las Vegas

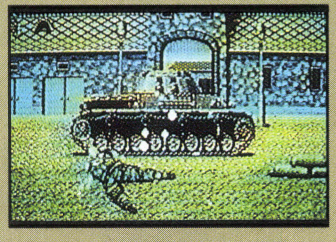
BY DONN NAUERT

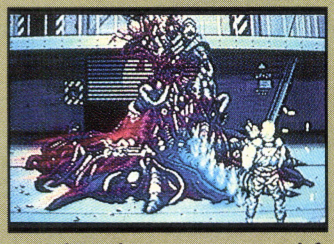
The last three A.C.M.E. (American Coin Machine Exposition) shows have taken place in three different cities. In 1990, the show traveled from Chicago to New Orleans. This year the show moved west to the lights, glitz and glamour of Las Vegas.

Although there were some outstanding games and new technologies introduced to the video-game industry, most companies felt compelled to show games that had previously been shown a year earlier in New Orleans. For that reason, we thought we'd stick to the highlights, like Sega's new hologram game *Time Traveler*.

American Sammy

Spinal Breakers—After nuclear explosions change the hildroids, a work force created by humans, into monsterous killing machines, the humans flee to nearby stars to escape the slaughters. That is until one day, when brave soldier Captain Waffle returns to Earth before the hildroids can complete their plan to destroy the human race.





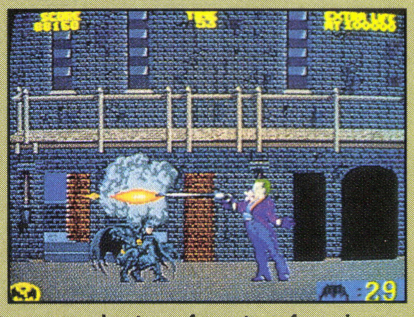
In *Spinal Breakers*, gamers must defeat an army of mutated robots that are scheming to alter history.

American Technos

WrestleFest—A follow-up to its popular *WWF Wrestling*, up to four players can select from some of the most recognized wrestlers of the World Wrestling Federation and compete in single, tag team and "battle royale" matches.

Atari

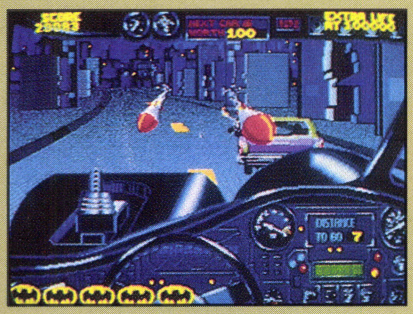
Batman—The Caped Crusader finally makes it to the arcades as he battles the Joker and his goons. The game features digitized photos and a real music soundtrack, along with some of Batman's wonderful toys.



Batman, a classic confrontaion of good versus evil, is now available as a coin-op game.



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Atari's *Batman* contains all the standard Bat-amenities, including the Batmobile and Batwing.

Bally/Midway

Harley-Davidson—To honor the classic American dream machine, the Harley-Davidson Softail Custom, Bally/Midway has created a back-to-basics pinball table. Travel from Los Angeles, California, to Laconia, New Hampshire, hitting the drop targets to spell H-A-R-L-E-Y and D-A-V-I-D-S-O-N and increase the bonus points. Be careful—if you travel too fast, you could get a warning or even a speeding ticket that might cost you points. The game also features a progressive jackpot that will have your flippers flapping.



Bally/Midway's *Harley-Davidson* incorporates a shaker motor in its design to simulate the roar and rumble of a motorcycle.

Capcom

Street Fighter II—This update to the original *Street Fighter* offers new opponents in new countries, as well as new offensive and defensive moves.

Data East

Caveman Ninja—Your cave babe has been abducted, and it's up to you to save the day. Battle your way through various jungles fighting beasts, pterodactyls and other dinosaurs as you try to rescue your sweetheart.





In *Caveman Ninja* you get to save your cave babe by battling dinosaurs and pterodactyls.

Checkpoint—This racing pinball machine features a few firsts, such as the first dot-matrix display on the backglass for scoring and various animations. In addition, the player can select the type of music—from rock, country and classical—to listen to during play. The Lasermatic Speed Detection system will tell you exactly how fast the ball is traveling on the playfield, which may help you get other bonuses.

Gottlieb

Cactus Jack's—Featuring a wild "Banjo Light Show" and some of the best country-rock in pinball.



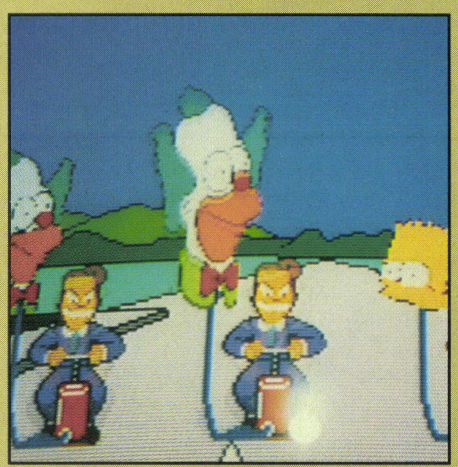
***Cactus Jack*, by Gottlieb, is a country-rock themed pinball machine, complete with ramps, light shows and multiball options.**

Irem

Gunforce—In this game, the largest arsenal of weapons ever assembled is used in a last-ditch effort to save the world from alien invaders.

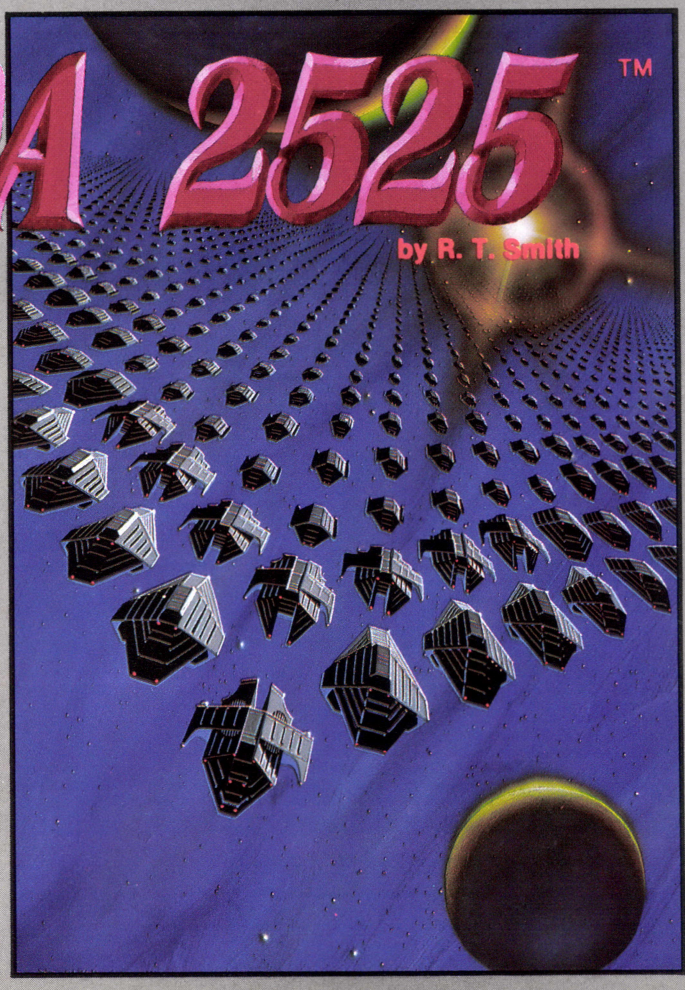
Konami

The Simpsons—Maggie mistakenly uses a valuable diamond as a pacifier, then is kidnapped by the gang of crooks that originally nabbed it in a jewelry-store robbery. Gamers can select one of the four remaining family members and set out to save her from the gang of thugs.



***The Simpsons*, by Konami, allows up to four individuals to play simultaneously.**

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Utah Beach

By Atomic Games

THE BATTLE FOR CHERBOURG

It is June 5th, 1944. You are in command of U. S. VII Corps at Utah Beach. Your objective is to link up with U. S. V Corps at Omaha Beach and capture Cherbourg.

It is June 5th, 1944. You are in command of LXXXIV Corps. The Americans have landed at Utah Beach. Your objective is to drive the enemy back into the sea.

Macintosh version-Requires 1 MbRAM for monochrome or 2MbRAM for color.
IBM version available by Chrismas.

interstel corporation

CIRCLE #145 ON READER SERVICE CARD.



Players must rescue Maggie from a gang of diamond thieves in *The Simpsons*.

MicroProse

B.O.T.S.S.—These letters stand for Battle of the Solar System in the latest of MicroProse's power-packed arcade games, in which you man a warbot in an attempt to liberate six planets from alien invaders. You old timers—in video games that is—will see this as an update to *Battlezone*.





***Strikeforce* features bidirectional horizontal scrolling and two-player simultaneous play.**

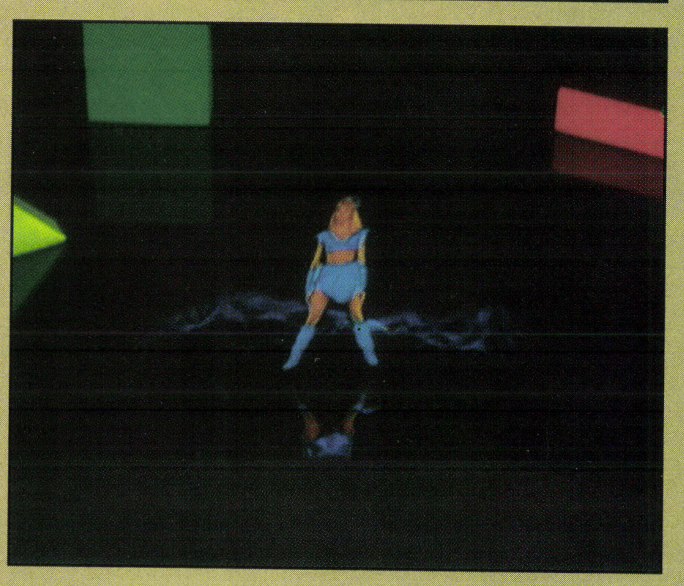
Midway

Strikeforce—Giant Saurian lizard-men from the mega-star Apocalypse have overrun the human colonies in the New Earth Solar System. It's up to you and the rest of the ground-based marine infantry to use the latest in high-tech weaponry to save the captive humans.

Sega

Clutch Hitter—Licensed by Major League Baseball, *Clutch Hitter* makes all your baseball fantasies come true as you get the chance to hit off Nolan Ryan, strike out Cecil Fielder and throw out Bo Jackson (who is obviously in pre-injury condition).

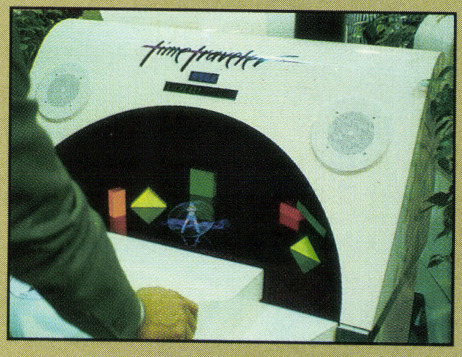
Time Traveler—In this adventure, the first hologram game, you play Marshal Gram, the game's hero, who must defeat Vulcor, a renegade physicist who has taken the beautiful Princess Kyi-la captive. Unfortunately, the mad scientist has also created a time disrupter and threatens to rip the very fabric of time in two. Play starts at the dawn of time and moves to the future.

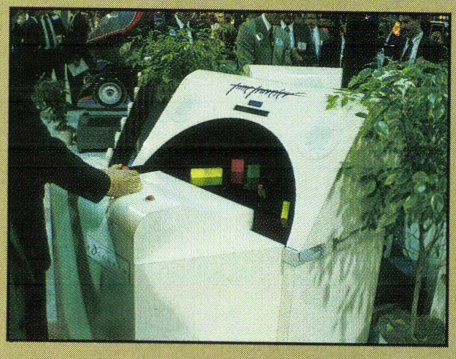


Sega's *Time Traveler* uses a laser disc optical system to produce its 3-D holographic images.

Tecmo

Strike Gunner (or *S.T.G*)— This game teams an unknown alien form with the invaders of the mysterious "S" nation as they attempt to take over





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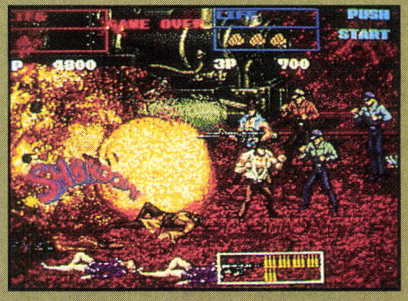




Gamers can choose a team from a list of eight different countries and select the superstar for that team in Taito's *Football Champ*.

Earth. Suddenly, the alien form becomes a turncoat and begins attacking the S nation. The Earth's military forces then are forced to join those of the S nation in order to develop the last fighter S.T.G and start "Project Earth." The project may be the last chance they have to save the planet from destruction.





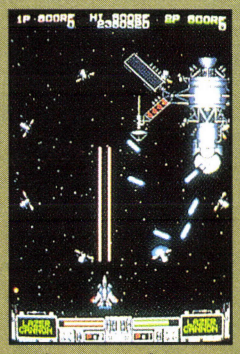
Growl, by Taito, contains a unique theme in which the gamer is cast as an animal preservationist, fighting poachers that are threatening a species with extinction.

Taito

Football Champ—Don't let the name fool you—this is a soccer game. It features varied offensive and defensive formations, a 3-D-like zoom-up feature and, when the referee is on the screen, you can be called for rough play.

Growl—Here's a nice storyline twist: You have to fight off an evil band of animal poachers that are bent on destroying precious animal species. Use deadly punches and kicks to fight your way through the seven rounds to the enemy's hideout.

The Ninja Kids—Using two game units (using Taito's arcade networking process first demonstrated on *Cadash*), up to four players can select one of the four Ninja Puppets. With a revival of demons, the town has become a no-man's-land where ruffians, reggae punks and evil ninjas have taken the citizens hostage. It's up to—who else?—the Ninja Kids to rescue them.

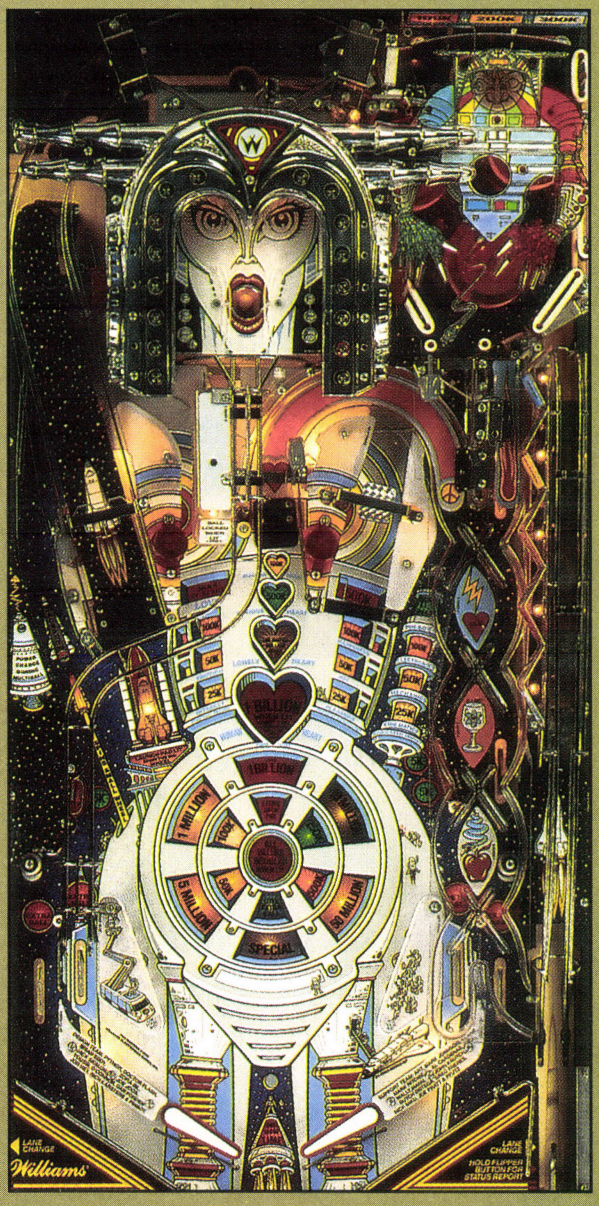




Strike Gunner, by Tecmo, is a 21st-century space adventure in which you defend the Earth against an invading alien force.

Williams

The Machine: Bride of Pin Bot—This is Williams pinball at its best in this action-filled sequel. Sending the ball up the shuttle ramp will activate a different feature of *Pin Bot*'s bride. First, it's her voice, then her eyes and so on, leading to the biggest bonus shot ever, worth one *billion* points!



In *The Machine Bride of Pin Bot*, by Williams, you activate different components of the bride by scoring the different bonus bumpers.

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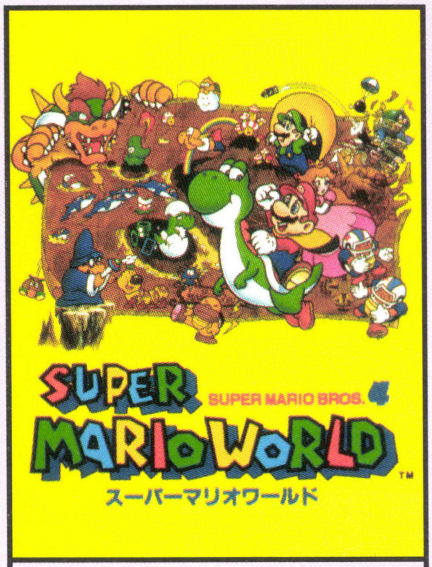
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ILLUSTRATION BY JIM AUCKLAND

THE COLONIZATION CLINIC

A PLAYER'S GUIDE TO

M.U.L.E.

ONCE IN A GREAT WHILE, A GAME COMES along that manages to be both entertaining and educational. To attain such lofty goals, a game must be so captivating and addicting that the education is invisible to the player. The player must experience "painless learning." This level of software engineering is rare, requiring more ingenuity than most software developers are willing to expend.

Years ago, a game called *M.U.L.E.* was released for Atari computer systems, and it was one of a handful of games that attained those aforementioned lofty goals. Now *M.U.L.E.* is available for the Nintendo Entertainment System, and if you like strategy games, and don't mind a little education (it doesn't hurt much, honest), this is one game worthy of your hard-earned greenbacks.

***M.U.L.E.* is really more a simulation than a game. You and three other colonists (there are always four players, but they may be any combination of human and computer) are dumped on a barren planet named Irata (that's "Atari" backwards). You must work together to create a viable colony, one that will not only support its citizens, but also attract other people to the planet.**

Although you and the other colonists must work together to ensure the survival of the colony, there are plenty of opportunities to turn a profit, and that, of course, leads to competition. This balancing act between cooperation and competition is one of the things that gives *M.U.L.E.* its depth. *M.U.L.E.* is a space-colonization simulation that concentrates on economics. All the rules of supply and demand are in effect. While the winner is the person with the highest assets at the end of the game, nobody wins if the colony fails.

In the following pages, all you interplanetary entrepreneurs will get a quick lesson in galactic economics. Don't be surprised if you learn something about earthly economics too.

BY CLAYTON WALNUM



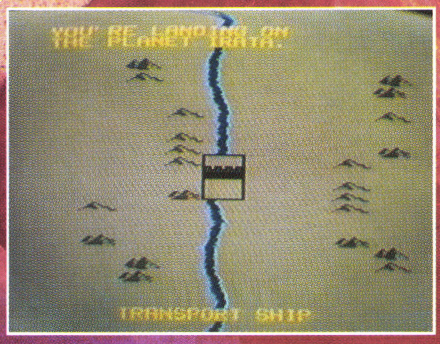
Although *M.U.L.E.* was originally released over seven years ago, it's still as engrossing as ever.



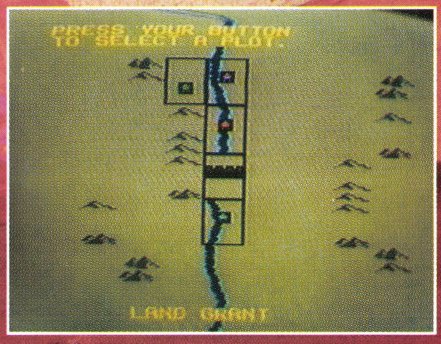
M.U.L.E. can be played in a single-player mode, but it really shines when you add an NES Four Score or Satellite four-player adapter and get four people to compete.



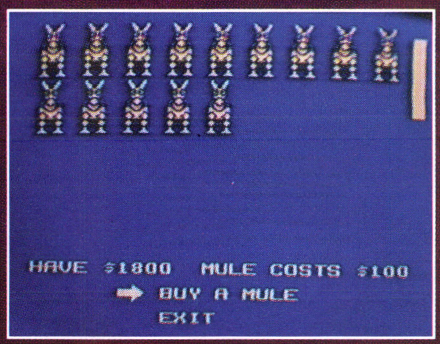
After each turn, study the status summary screen to determine how well you're doing as compared with the other players.



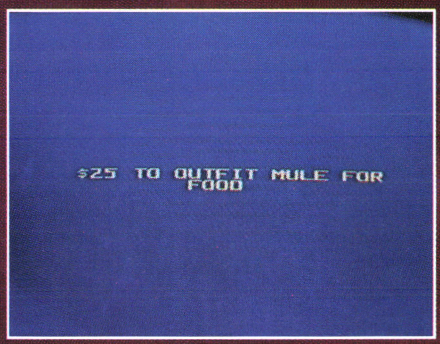
When the transport ship drops you on the planet Irata, get ready to claim land for your new extraterrestrial business.



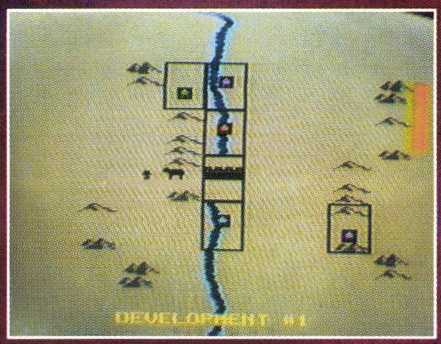
Early in the game, grab as much river property as you can. Food grows best here.



At the beginning of the game, MULEs are plentiful and reasonably priced. However, this may not always be the case. A good supply of smithore is the only way to ensure adequate MULE production.



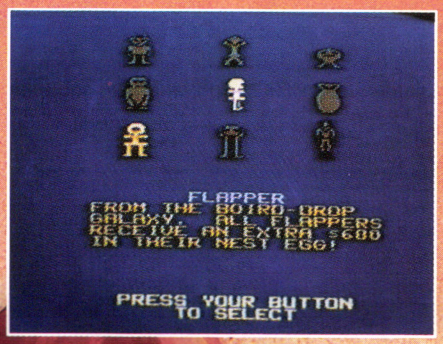
Although it's inexpensive to outfit your MULE for food, that doesn't necessarily mean that food will always be cheap. The effects of supply and demand can make the price of food skyrocket, especially if something happens to the store.



When placing your MULE, make sure your character is standing in the square that outlines the target plot. If you release the MULE too soon, it'll run away.



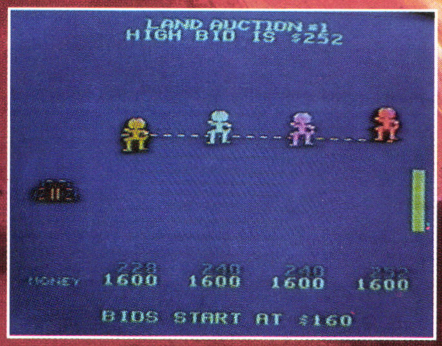
When first starting out, learn the game with the beginner mode. However, for the greatest gaming depth, you'll want to play the tournament level as soon as you can.



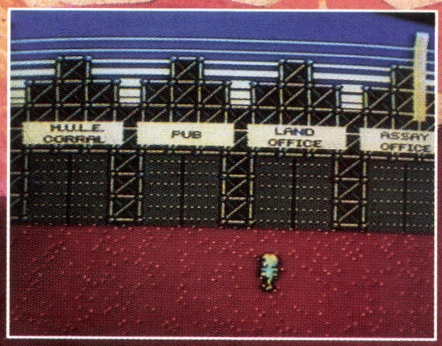
The flapper is the easiest character to play. The human is the hardest. All the other characters are equally matched.



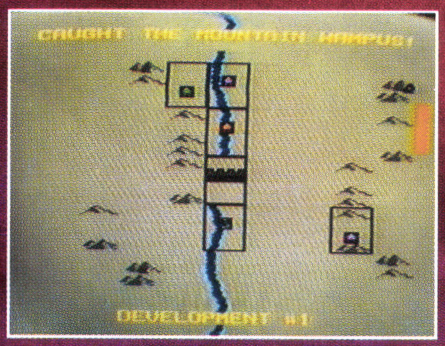
When land goes up for sale early in the game, it is extremely valuable, since you have many turns left in which to develop it and make a profit. Toward the end of the game, new plots are worth little more than their purchase price. They won't have time to earn much profit.



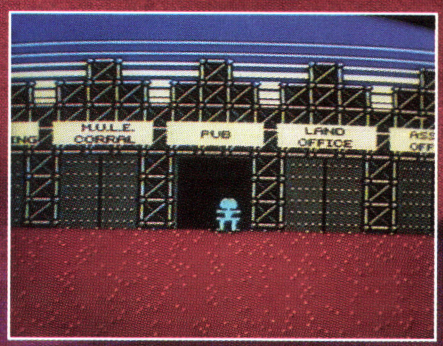
Early in the game, a bid of $700 or $800 is not unreasonable for a plot of land.



When it's your turn, don't waste time. The clock is ticking, and you have a lot of choices. Plan your move in advance so you know exactly what you're going to do.



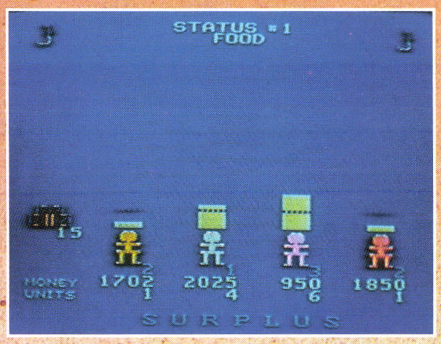
After you've done everything you need to do, you might find that wampus hunting is more financially rewarding than just returning to the pub for your bonus.



When you return to the pub, you get a bonus based on your remaining time.



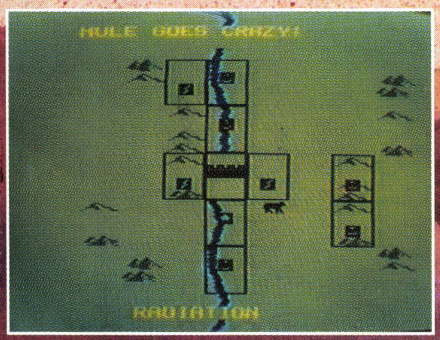
Oh, no! The store is on fire! When the store burns this early in the game, forget about competing with the other players and instead work together to survive. The colony must replace all its resources. Due to the rarity of all resources after a fire, which creates an increased demand, prices are likely to soar.



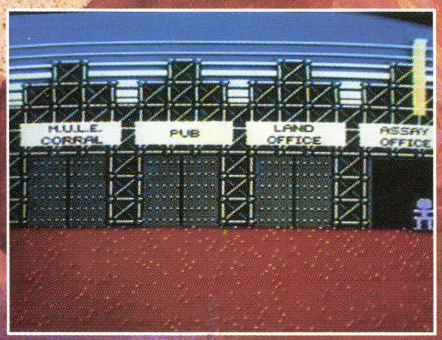
Immediately after the fire, the store is still buying food for only 15 money units, but this will quickly change as players become desperate for food.



In fact since the store has no food to sell, players with extra food can charge virtually any price they like. This player is selling at 44, but he might be wiser to back off and wait to see how much the other players are willing to pay. By stepping back, he will turn off his selling price and the word "sell" will appear above his head, like the seller on the right. Now when the other players keep running forward, the bidding price gets higher and higher.



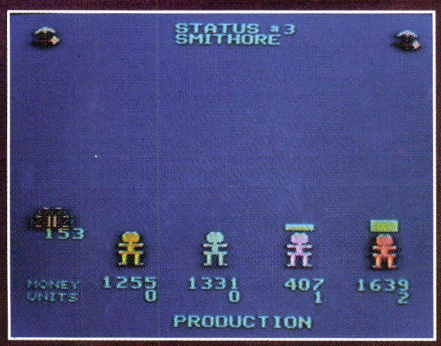
Unfortunately, random factors can destroy even the most carefully laid plans. Radiation has caused this MULE to go crazy and run off the board, reducing the colony's food production by a whopping 25%. Ouch!



Crystite is a great money-maker, but it's costly (in terms of time) to locate. You must go to the assay office for sampling equipment, go out to your land (or any plot, actually) to get the sample, then return the sample to the office. If you find a crystite deposit, other crystite may be nearby. For example, a plot or two of medium crystite is usually next to a plot with high crystite.



This player found low crystite on his plot. Still, it might produce enough crystite to be profitable.



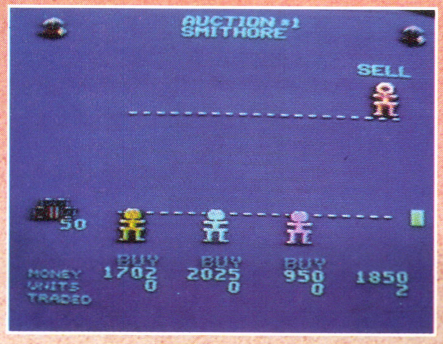
The shortage of smithore has now forced the price from 50 up to 153. If you bought smithore at the low price of 50, you can now make a tidy profit.



Yow! The food shortage is becoming serious. The price has now risen to an insane 130, and the store still has no supply, since the colony has been immediately using all the food it produces. Someone better increase his food production and do it now!



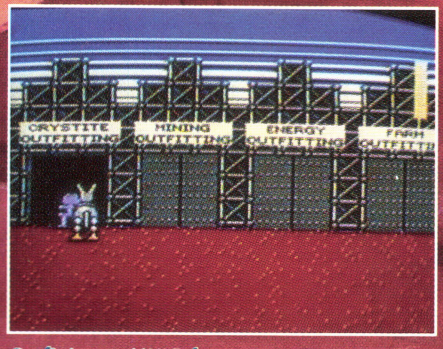
Still no food to sell to the store. The colony is using it as fast as it can be produced. No sellers, no auction.



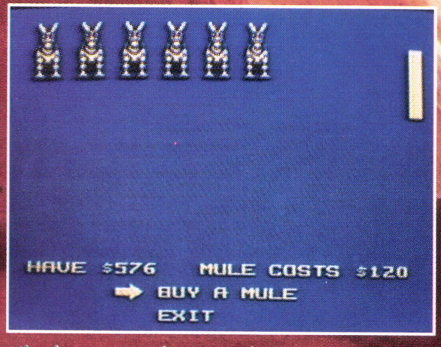
Because the store has burned, the price of smithore will almost certainly go way up. Right now, you can still buy at 50. If someone will sell to you, you can buy the smithore and hold onto it until the price goes up, then sell it at a profit. Of course, while you're holding onto the supply of smithore, new MULEs can't be made. Is making a profit on smithore worth risking a shortage of MULEs? Maybe...or maybe not.



In the case of a shortage, you might consider reoutfitting a MULE for a different kind of production. This player has decided to stop making energy and reoutfit for food. Anticipating the needs of your colony is a good way to get rich.



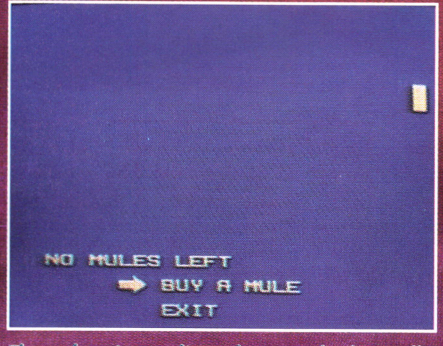
Outfitting a MULE for crystite is expensive, but even with low crystite on his plot, this player decides to take the risk. In a stable market—that is, a market with no shortages of essentials like food, energy and smithore—crystite commands the highest price.



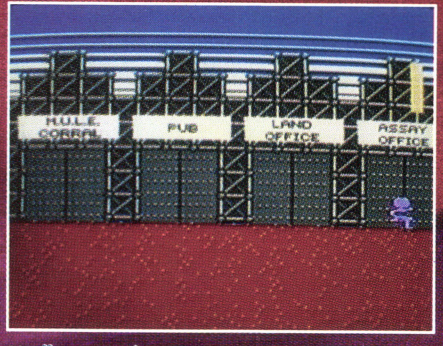
Uh-oh. Low smithore production is causing a shortage of MULEs. The price of a MULE is rising in response to increased demand. Maybe the player who decided to mine crystite should have mined smithore instead.



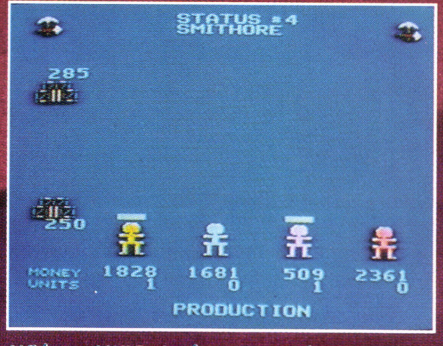
This colony is sure having a lot of bad luck. This time, a pest attack has destroyed 25% of its food production. Due to the burning of the store and these random food losses, the price of food will be ridiculously high.



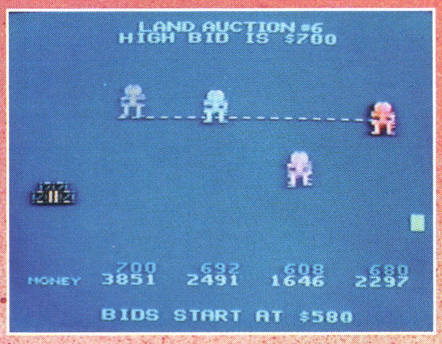
The colony's condition has reached an all-time low. All the MULEs are gone. How can you produce badly needed supplies with no MULEs? It's going to be a long, hard climb back to viability. Didn't I say that disasters make working together more important than making a profit? These players should have listened.



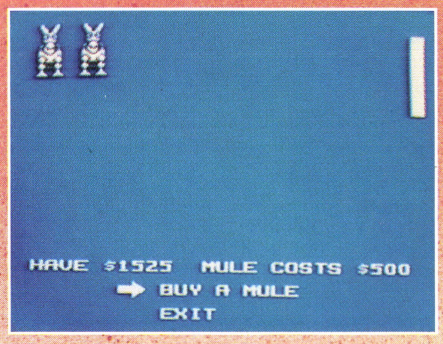
Well, since there are no more MULEs, this player might as well assay some land and look for crystite. He might also reoutfit some of his MULEs for production of needed goods.



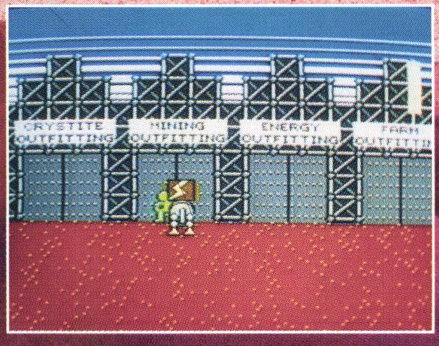
With no MULEs in the store and mining producing insufficient smithore, the price of smithore is incredible. Now players can produce a commodity the colony needs and make an impressive profit at the same time.



Here we are, halfway through the game and more land is being auctioned off. Normally, there'd still be plenty of time to turn a profit if someone bought the land, but remember that there are no MULEs left. If a player buys this land, he might not be able to put it into production for quite a while. And he sure doesn't want to buy it at the current bid of 700.



Now that smithore production has gone up a bit, MULEs are starting to reappear in the store. Still, with four players and many undeveloped plots, two MULEs will supply only one player for one turn. Everyone else will have to wait.



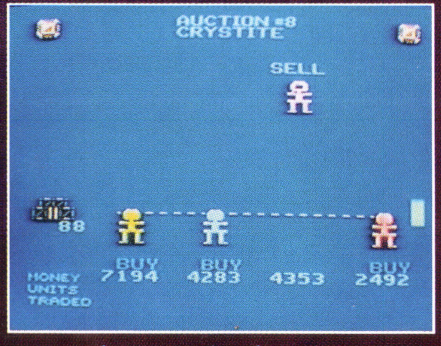
...MULEs for mining.



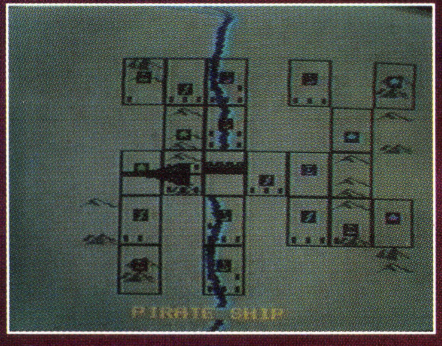
Crystite for 136 is a good price. Sell it before a pirate ship arrives and takes it all away.



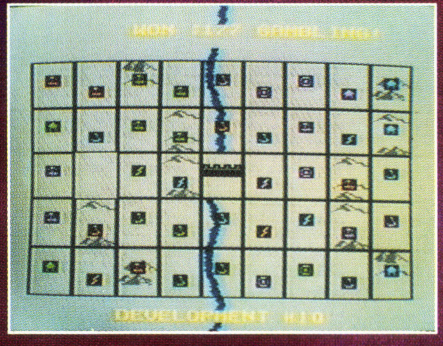
As the game progresses, fewer and fewer plots of land are available. Players must be fast on the trigger to get the plots they want—or even get a plot at all.



A price of 88 is too low for selling crystite. Maybe a player will buy some in anticipation of a price increase.



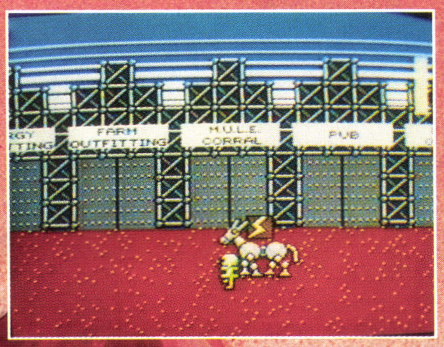
Of course, the way things are going, as soon as anyone buys up a supply of crystite, the pirates will come along and take it.



Now that these colonists have got MULEs to work with, they can develop their properties, keeping in mind such factors as economies of scale, learning curve theory of production and diminishing returns. (Check your game manual for definitions of these production principles.)



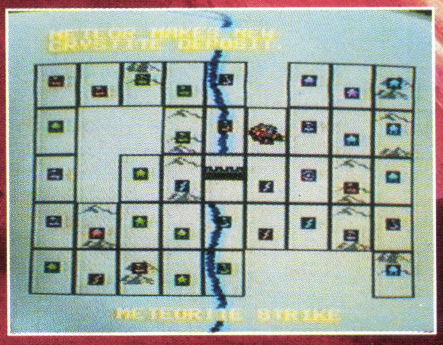
More trouble. Just when MULEs were starting to be produced, an earthquake has cut mining production by 50%. Arrrgghhhh! Guess these colonists have to...



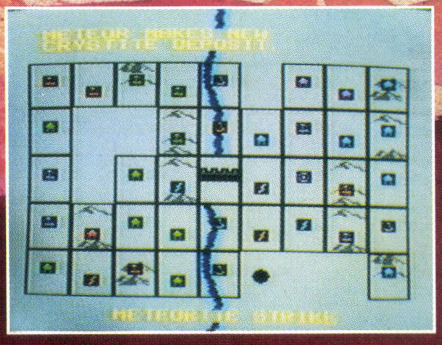
...increase smithore production even more, by reoutfitting...



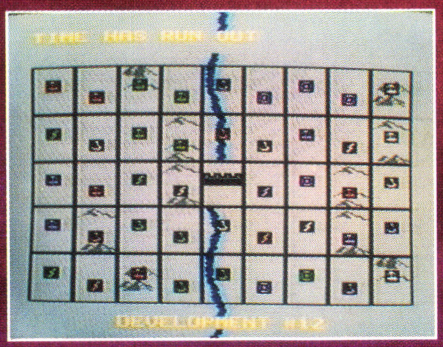
The short supply of MULEs has left this colony with 18 undeveloped plots of land. It'll take a miracle to save them now.



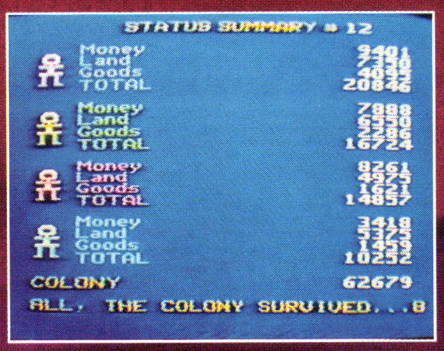
Good news! A meteor bearing valuable crystite has crashed into Irata.



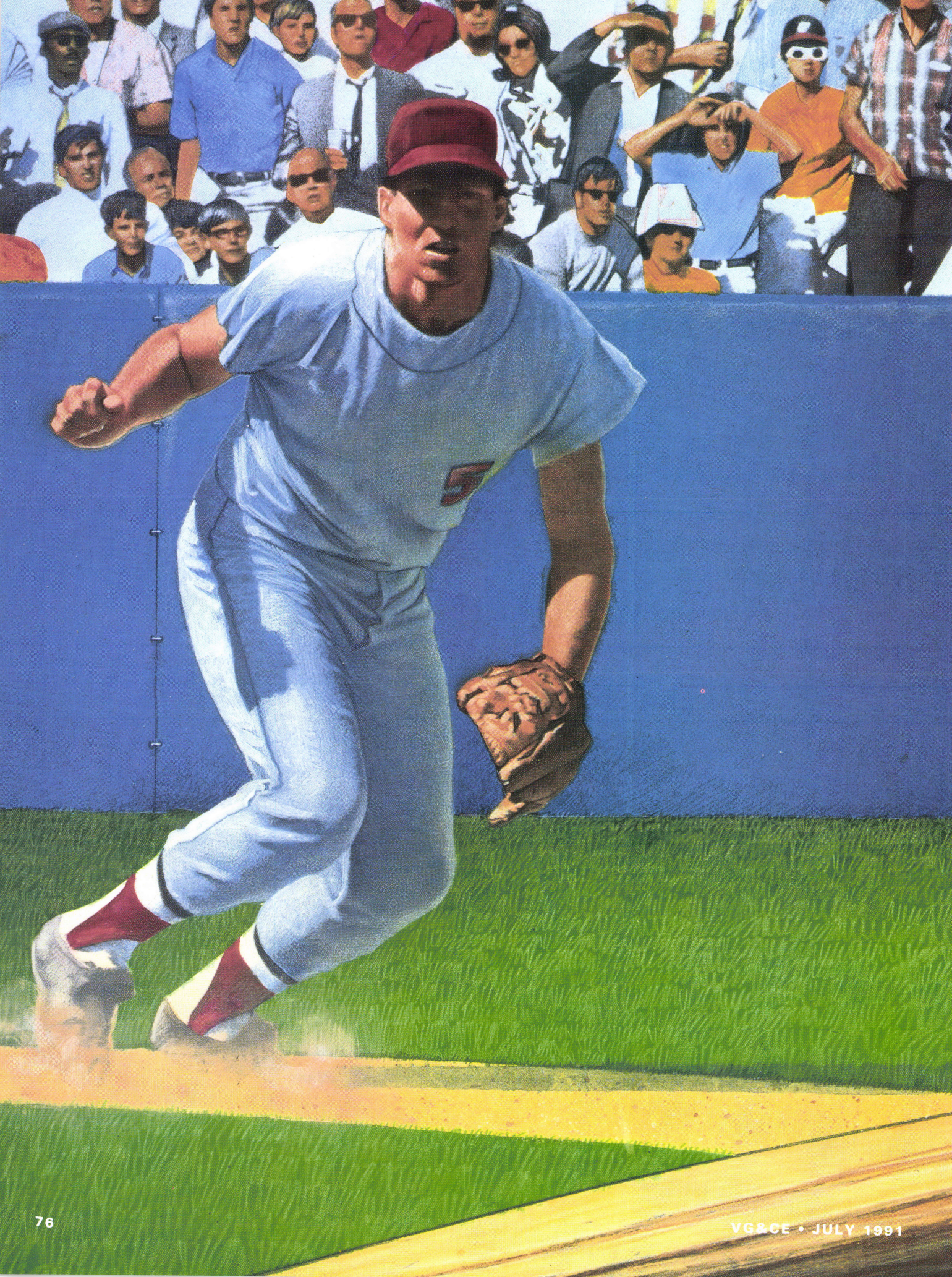
The meteor leaves a big hole, but it also leaves a high concentration of crystite.



Congratulations! Even though these colonists had a tough game, they've managed to get every property developed.



The colony has survived, but only barely. Maybe next time they'll have better luck.





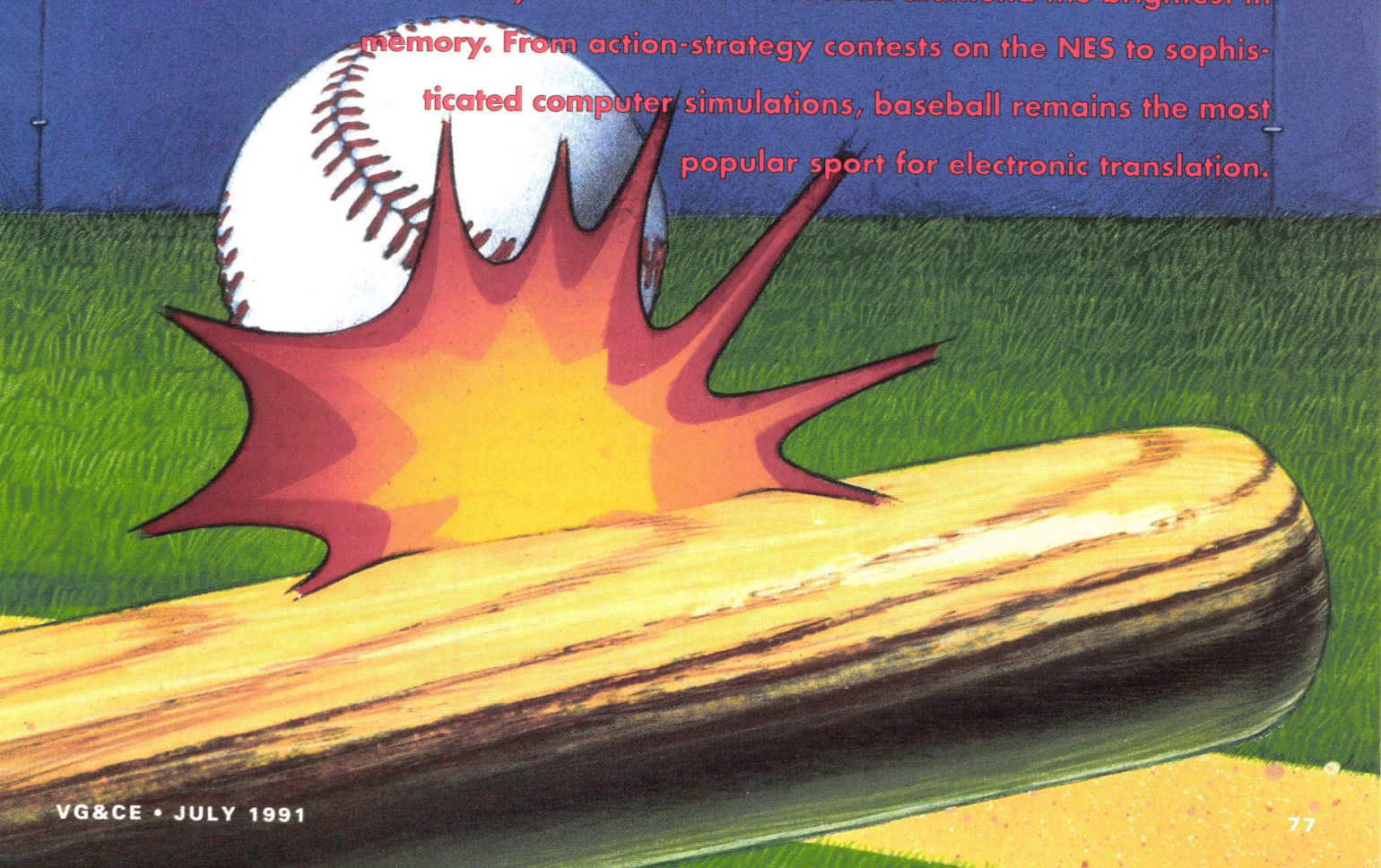
By Bill Kunkel and Arnie Katz

A ROUNDUP OF BASEBALL SOFTWARE

CIRCA 1991

PLAYBALL!

It has been another great year for electronic baseball games. Statistical integrity, phenomenal graphics and at-the-ballpark sound effects are just some of the ingredients that made this year's electronic baseball diamond the brightest in memory. From action-strategy contests on the NES to sophisticated computer simulations, baseball remains the most popular sport for electronic translation.



Most of the action in baseball simulations was on the video-game front this year, but several significant additions were made to the computer canon as well. *MicroLeague Baseball* (MicroLeague Sports Association), the elder statesman of computer stat simulations, was reissued in a statistically improved edition, while a major new player, Micro Sports, Inc., is about to enter the stat-replay arena. *Earl Weaver Baseball* (Electronic Arts) was also given a magic make over and the long-awaited Cinemaware project *TV Sports: Baseball* may finally reach home computers—but from another publisher and under a new title!

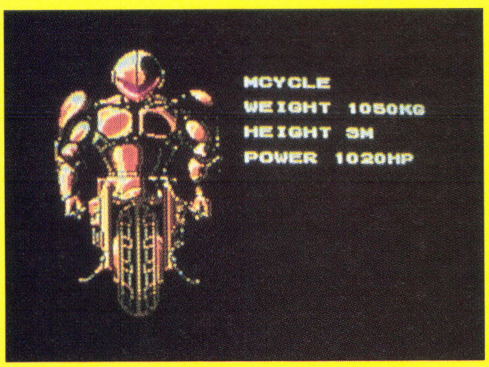
The Digital Diamond: Computer Baseball

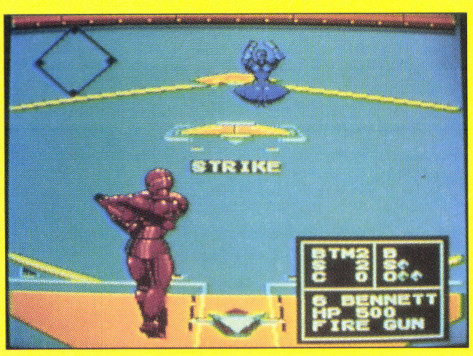
Since its original release in 1984, Barry Morstain's *MicroLeague Baseball* (MLSA) has been the dean of computer stat-replay simulations. Its superb blend of entertaining graphics, solid, if uninspired, statistical models and a nearly perfect player interface keep it youthful while its competition grays. The original game was available for the Atari 800, the Commodore 64 and Apple II series computers. Several years later a retooled version of the game appeared in Atari ST and IBM PC formats. *MicroLeague Baseball II* offered, among other additional features, improved graphics, a built-in box score and stat-compiler feature, a quick-play option, stadium effects, injuries, rain outs and bullpen status reports (which lets the player know if the pitcher(s) warming up is ready to enter the game).

MicroLeague Baseball's toughest competitor over the years has always been Ed Daniels' *Pure-Stat Baseball*. MicroLeague Sports addressed that competition by hiring Daniels to work on the two latest incarnations of *MLB: Championship MicroLeague Baseball* and the soon-to-be-released *MicroLeague Baseball: The Manager's Challenge. Championship MicroLeague* was produced exclusively for the C-64 market while *Manager's Challenge* is aimed initially at the IBM PC computers. While some *MLB* purists may find this radical revamp too different from their beloved original, its improved statistical base and enhanced graphics should eventually win them over. As always, *MicroLeague Baseball* games are especially popular for use in league play.

A new player in the stat-replay market, Micro Sports, Inc., is looking to carve its own niche in the market with a baseball simulation due out by the time you read this. The game will be designed by Dave Holt, creator of Micro Sport's excellent *NFL Pro League Football*, and he promises that "it will be particularly attractive to people who play in leagues."

All-around baseball simulation fans, on the other hand, can have their lives lit up by a new edition of Eddie Dombrower's *Earl Weaver Baseball*. Eddie took user criticism of the original disk to heart in redesigning the game as *Earl Weaver Baseball II* (not to be confused with *Earl Weaver Baseball 1.5*, an earlier upgrade). The new game is a revelation offering a streamlined user interface, astonishing graphics and a superior stat-replay mode. As with the original, the game can be played as an action-strategy contest or as a purely statistical diversion.





Ultra's* Basewars *is a futuristic version of the national pastime, where human players have been replaced by androids.

The most obvious improvements are visual. The on-screen pitchers and batters, for example, are digitized animations of real players. Making it even more impressive, the user can now play TV director thanks to the unlimited camera angles available! The game can be viewed literally from any point on the field, thanks to an incredible CAD-like (computer-aided design) option. The interface is also a breath of fresh



THE 1991 BASEBALLOGRAPHY

The following list is a compilation of both games that have been released within the past year and some old titles that we've missed in the past. We realize that some games will most certainly slip through the cracks, but to the best of the authors' knowledge, the following list is complete.

VIDEO GAMES

RBI Baseball 2 (Tengen for the NES)

This sequel to the original hit features all 26 major league pro teams in addition to real player stats and an instant-replay feature.

Pete Rose Baseball (Absolute Entertainment for the Atari 2600)

Alex DeMeo's 2600 version of the computer flop represents state of the art on the 2600, including a behind-the-plate pitcher vs. batter perspective previously believed to be impossible on this system.

RBI Baseball 3 (Tengen for the NES)

An even more sophisticated, state-of-the-art 8-bit baseball simulation for the NES. Named among the best video games of the year by *Entertainment Weekly* and *New York Newsday*. Excellent stuff.

Bases Loaded II: Second Season (Jaleco for the NES)

The solid underpinning of the original is enhanced in the sequel by special animations—infielders dive for grounders, and outfielders crash into the wall attempting a grandstand catch, for example—and additional information, including conditioning charts and even player biorhythms in the form of a player-performance system designed to simulate streaks and slumps. It's statistically silly, but adds an interesting dimension to game play.

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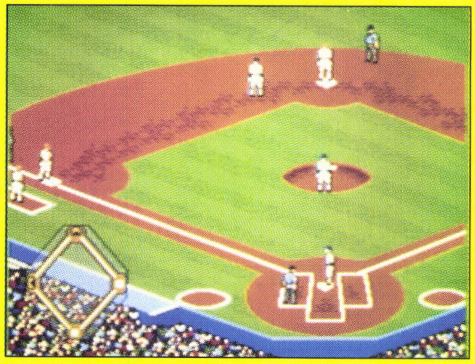
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air, allowing the gamer to move easily through play thanks to an improved menu-driven selection system.

TV Sports: Baseball, a game we've mentioned in our previous two annual baseball roundups, has yet to make its appearance, and in the light of Cinemaware's financial difficulties, it is unlikely to be released under that name. The original development group for this project, Don Daglow's Beyond Software, ran into time problems getting the product finished. Certain conflicts with Cinemaware eventually led to the game being taken in-house and redeveloped from scratch. The Daglow version of the game, meanwhile, is currently tied up in litigation.





Accolade's* Hardball, *the first eight-megabit sports video game, comes with all standard amenities including digitized speech and sound.

The second attempt was spearheaded by Cinemaware president Bob Jacob, but before it could be released, Cinemaware suffered a major financial crisis. The company is now in no position to release new products. As a result, a tentative deal was struck between Cinemaware and Data East, though Data East is unlikely to release it under the TV Sports label. An educated guess would be that it will appear under the Bo Jackson name, since Data East has a deal with Bo. Then again, Bo may not be playing baseball much longer, in which case...who knows?

The *TV Sports: Baseball* title will appear, however, but only in TurboGrafx-16 format (see 16-Bit Baseball). Confused yet?

Baseball on the NES

As usual, the video-game scene is a hotbed of hardball activity, with no fewer than 11 new simulations. Tengen's extremely popular *RBI Baseball* for the NES produced not one but *two* sequels since last July's VG&CE baseball roundup!

RBI Baseball 2 includes all 26 major league teams, real player stats and an instant-replay feature, while *RBI Baseball 3* promises even greater realism and graphics—though recent court action may prevent it from ever being released.

Another sequel to a popular NES game is Jaleco's *Bases Loaded II: Second Season,* which adds special animations and hot graphics to its already solid stat base. Infielders diving for ground balls and outfielders crashing into walls are among the special sequences added to this outstanding sequel.

Among the strategic additions are conditioning charts for each player, along with one of the sillier ideas in the history of baseball simulations: player biorhythms! The biorhythms are used with the conditioning charts to theoretically simulate slumps and streaks. This is, of course, based on a logical fallacy; if a player's performance is based on an accurate statistical model, the normal laws of probability will already produce streaks and slumps. But then, video-game baseball is seldom on the cutting edge of sabremetric science (the study of baseball statistics and what they mean).

One of the more unique entries to the baseball scene this year is Bandai's *Legends of the Game,* which allows game players to manage a gallery of superstars from various periods of baseball history.

Another offbeat entry at the opposite end of the time spectrum is *Little League Baseball Championship Series* (SNK), which allows users to create their own squads, supplying ratings for batting, fielding, running and pitching. The game, the first endorsed by the Little League of America, uses multiple camera angles to display the action.

Baseball meets science fiction in *Basewars* (Ultra). In the 24th century, the national pastime is played by robots, much as cyborgs supplanted humans on the gridiron in Tengen's

Legends of the Game (Bandai for the NES)

Potentially one of the most interesting new baseball games around. Gamers are the managers, and players include many hall of famers from various historical eras. This three-meg game also uses Nintendo's MMC3 chip to enhance its visuals.

Bad News Baseball (Tecmo for the NES)

This intentionally cartoonish one- or two-player game employs a variety of slick visual gimmicks—close-ups, multiple angles, etc. The game includes 24 teams and 18 different pitchers!

Bo Jackson Baseball (Data East for the NES)

Multiple player perspectives, large on-screen characters, batting stance and swing strength are among the features boasted by this new entry from Data East. Does Bo know video games? What do you think?

RBI Baseball 3 (Tengen for the Genesis)

The only baseball video game licensed by the Major League Baseball Players' Association comes to the Genesis. All 26 Major League teams use actual names and stats of the players in this action-strategy simulation.

Hardball (Accolade for the Genesis) A solid version of the computer smash, with the emphasis on pitching vs. hitting. The first eight-megabit sports simulation on any video game system.

Baseball Stars (SNK for the Neo•Geo) The world's most expensive video-game system offers players one heck of a baseball game. Twenty teams compete in a visually stunning, multicamera simulation with full announcing voice-overs in this Neo•Geo version of SNK's NES baseball game.

Basewars (Ultra for the NES) CyberBowl goes to the baseball diamond. This futuristic (24th century) hardball simulation gives us baseball as played by robots. There's one- or two-player (simultaneous) action, and the cartridge includes a battery backup to allow teams and stats to be saved.

Little League Baseball Championship Series (SNK for the NES) The first baseball game endorsed by the Little League of America, this game offers users the opportunity to construct

8 MEGA-BIT MEMORY

SEGA GENESIS 16-BIT CARTRIDGE

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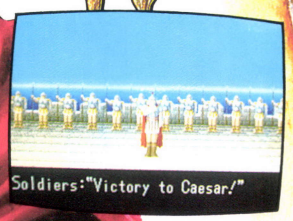
A NEW DOOR OPENS THE WORLD OF REAL-TIME COMBAT.

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Time: The Golden Age of the Roman Empire

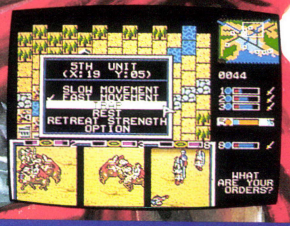
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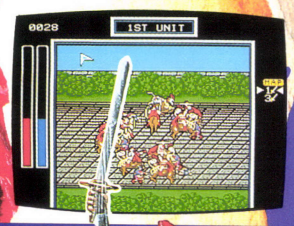
This warfare system offers real time simulation with four scenarios: a defensive battle, sea battle, land battle, and fortress battle.

Finish one scenario, and you're positioned perfectly to start the next.... and to meet some of the most beautiful women in the known world.
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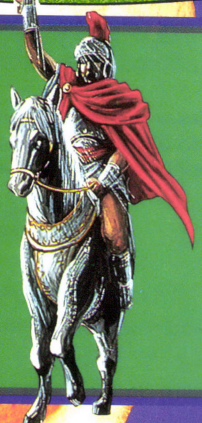






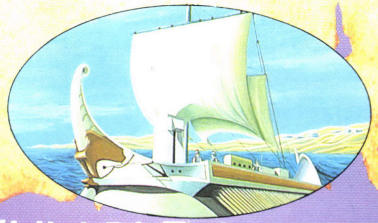
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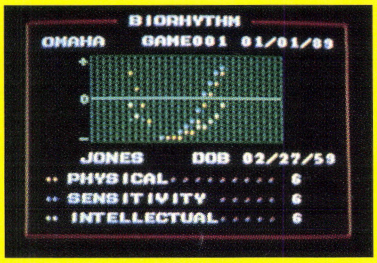
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Cyberbowl. *Basewars* permits one- or two-player simultaneous action and also provides a battery back-up system that allows teams and results to be saved.

Bo Jackson Baseball (Data East) is unique mostly because of its use of large on-screen characters and the integration of batting stance and swing strength into the game's strategic underpinning. Multiple camera angles add to the visual appeal, but Bo's suddenly uncertain status as a baseball superstar could hurt this interesting entry's chances in the baseball market.

Fans looking for a somewhat more whimsical approach might want to scope out *Bad News Baseball* from Tecmo. *Bad News Baseball*'s cartoonlike graphics give the game an amusing ambiance, but the sophisticated use of special camera techniques provide the game with a welcome baseball credibility.





Bases Loaded II: Second Season, *by Jaleco, combines special animations and graphics with a solid statistical base.*

16-Bit Baseball

Companies have been rushing to add viable baseball games to their software catalogs for 16-bit and higher video game systems. So far, the results have been extremely promising.

SNK is producing a Genesis version of its *RBI Baseball 3*. The company bills this as the only baseball video game licensed by the Major League Baseball Player's Association. All 26 major league teams are included along with the actual players' names and statistics.

Accolade, meanwhile, started its Ballistic Software line of "premium video games" with their own teams, rating-by-rating (batting, fielding, running and pitching). It features multiple camera angles.

GAME BOY

Bases Loaded (Jaleco) Excellent hardball adaptation for the Game Boy features multiple perspectives and scrolling.

Baseball (Nintendo) Solid if uninspired baseball contest for the Game Boy.

Extra Bases (Ban Dai) Game Boy version of Namco's solid arcade-style baseball game.

HANDHELDS & STAND-ALONES

Baseball 4 (Entex Select-A-Game) Primitive (c. 1982) cartridge for Entex's programmable tabletop Select-A-Game System. A color overlay was used to create the backgrounds on the 1.5" x 3" screen. Extensive pitch selection is available.

World Championship Baseball (Mattel) Slick one- or two-player handheld from 1982. Very sophisticated for its time, with features like pitchers tiring, lineup selection, etc. The three-color vacuum fluorescent display showed the diamond from the first base side.

Head-to-Head Baseball (Coleco) One- or two-player LED (light emitting diodes)—the blinking light system favored in early handhelds which was soon replaced by LCD (liquid crystal display)—technology. Primitive, but not without entertainment value, even today.

BB-10 Baseball GAME/CALCULATOR/CLOCK (Casio) Wafer-thin combination clock, calculator and LCD baseball game. The display screen (1.25" x 2") showed both the field and an unusual combination side-view/top-down pitcher vs. hitter display. The pitcher tossed the ball, as seen from a side view, but by the time it reached the plate, the game was seen in overhead perspective (c. 1983).

Bottom of the Ninth (Konami) Hot new baseball handheld offers gamers a behind-the-plate perspective, left- or right-handed hitting, four-pitch selection and one- or two-player options. Attractive plastic casing.

COMPUTER BASEBALL

Earl Weaver Baseball II (Electronic Arts)

Ed Dombrower (creator of several baseball simulations, from *Major League Baseball* for the Intellivision to the original *Earl Weaver Baseball*) took everything he knows about baseball and the art of reproducing that sport electronically and turned out this masterpiece. *Earl Weaver II* addresses the weaknesses of the original (it's much easier to get into) and adds several key innovations (unlimited camera angles) to produce the ultimate in baseball realism.

COMPUTER STAT-REPLAY

MicroLeague Baseball: The Manager's Challenge (MicroLeague Sports Association) The most sophisticated statistical simulation yet from MLSA. The initial release will be in IBM PC format.

Fantom Manager (Fantom Manager) New stat simulation. The game features complete major league rosters, stat compiler, mail league play and a GM program.

OTHER BASEBALL VIDEO GAMES

Our list wouldn't be complete without games from last year's Baseballography. For a detailed description of the following games, consult the July '90 issue of VG&CE.

VIDEO GAME BASEBALL TITLES

Baseball (Magnavox for the Odyssey^2)
Baseball Simulator 1.000 (Culture Brain for the NES)
Baseball Stars (SNK for the NES)
Bases Loaded (Jaleco for the NES)
Great Baseball (Sega for the SMS)
Home Run (Atari for the Atari 2600)
Interactive Major League Baseball (IJN for the NES)
Major League All Star Baseball (Mattel for the Intellivision)
Major League Baseball (Mattel for the Intellivision)
Major League Baseball (Nintendo for the NES)

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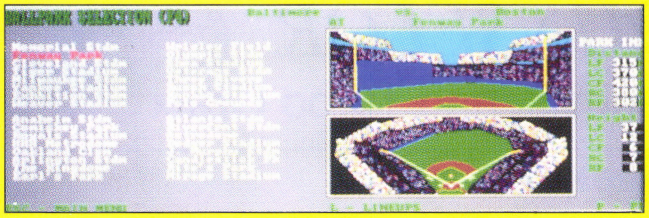
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the ever-popular "fat pitch."

Hardball has the added bonus of incorporating a password system, which allows games to be finished at a later date.

The TurboGrafx-16 will also be adding a hot new hardball entry to its game catalog with the scheduled arrival of Cinemaware's troubled *TV Sports: Baseball*. This is the video game version of the game that Bob Jacobs designed and produced.

Trumping *all* the competing baseball video games out there, at least in terms of available memory, is SNK's *Baseball Stars* for its state-of-the-art Neo•Geo. Twenty available teams compete against one another in this visually stunning, multi-camera presentation, which comes complete with play-by-play voice-overs throughout the course of the game.

Hardball for the Sega Genesis as one of its first releases. The first eight-megabit sports video game offers all the standard amenities along with fully digitized speech and sound (veteran umpire Eddie Montague's voice calls each pitch and play), leadoffs, steals, pickoffs, pitchouts and even a batting cage pregame-practice option.



Top and middle:* Earl Weaver Baseball II, *by Electronic Arts, has a new streamlined user interface and a superior stat-replay mode. Above:* MicroLeague Baseball: The Manager's Challenge *contains an expanded player database. Below:* SNK's Baseball Stars *for the Neo•Geo.

Twenty-six teams are available, representing all the major league cities (but not the actual teams or players). Players are rated according to the following criteria: position, left/right/switch hitter, batting average, home runs, stolen bases and for pitchers, earned run average. Pitcher stats also display his record of wins, losses and saves. Managers can even shift the infield and outfield players.

Pitchers have an incredibly varied selection: change-up, off-speed, curveball, fastball, blazing fastball, screwball, sinker, slider and

In Summary

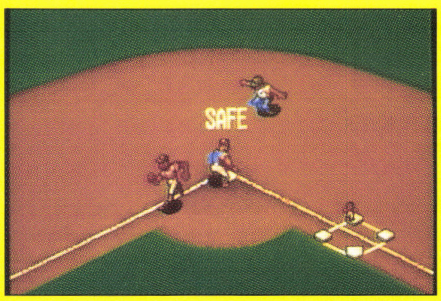
Baseball games continue to flood the electronic gaming market, filtering down now even to the handheld systems (see the "Game Boy" and "Handhelds and Stand-Alones" sections of the Baseballography). The incredible number of electronic baseball simulations currently available staggers the imagination and stands as an awesome testimony to the enduring popularity of this sport.

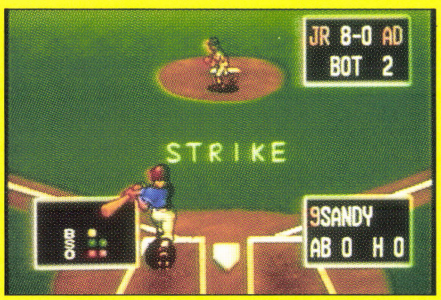
So, until next year's guide to the latest in baseballware, check out our updated Baseballography, keep your glove oiled, your spikes clean and your joystick supple. Then play ball!

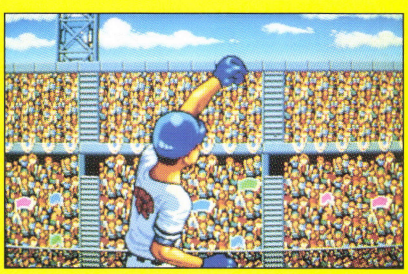
RBI Baseball (Tengen for the NES)
Realsports Baseball (Atari for the Atari 2600/5200)
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CIRCLE #127 ON READER SERVICE CARD.

Zeliard

GAME ARTS

Version: IBM PC ($34.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

The original Japanese version of *Zeliard* dates back to 1987, and there has been no shortage of similar action-adventures on our shores since that time. Here's the familiar story line: An evil force attacked the land of Zeliard over 2,000 years ago, populating it with all manner of monsters. A wise king defeated and imprisoned the evil force, known as Jashiin, but now, like all healthy evil forces, it's back! For its first trick, it has turned the beautiful Princess Felicia to stone! This information is communicated, by the way, in not one but *two* canned introductory sequences, the second of which seemed to take several hours to wade through.





Now it's up to the player to journey to the city limits of Muralla Town, the game's starting point, and enter the caverns where Jashiin and his monstrous minions lie in wait. On the way to the caverns, of course, the adventurer stops at the usual assortment of shops (weapons, magic, etc.) and purchases the standard starter set of dungeon-questing equipment. He also talks with the locals in the hope of learning something of value, but some of the townspeople are already under Jashiin's spell, so not everything they say can be believed.



Game Arts' *Zeliard* may not be innovative, but its solid journeyman effort will appeal to fans of the action-adventure genre.

The King bestows 1,000 gold pieces on the adventurer if he visits the castle before heading out, which is enough to finance the first expedition. The King, of course, hopes that the adventurer will find something in the underworld that will return Princess Felicia to flesh and blood. Additional gold is earned by killing monsters in the caverns and capturing their almas—alma is the Spanish word for soul—which, for some unfathomable reason, the Zeliard bank is willing to exchange for gold.

Once the player-character reaches the caverns of Malicia, the game becomes a Nintendo-style side-scroller with all the standard jumping, climbing and sword swinging. The multilevel caverns are displayed from a side view, as is the player-character, with both vertical and horizontal scrolling. After completing the search of the caverns, the player-character advances through several new towns and caverns, acquiring magic potions and items, superior weapons, a more durable shield and armor.

The graphics, while not state-of-the-art by any means, are comfortable and attractive, while the Ad Lib music and sound effects are superb. The side-view action is displayed in a framed screen surrounded by a carved stone frame with a small data window beneath it. Data shown includes the player-character's life line, current location, gold being carried, almas collected, current weapon and icons representing shield and armor type.

Zeliard is not especially innovative or original in either concept or execution, but it is a solid, journeyman effort that will surely appeal to fans of this genre.

—Bill Kunkel

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The Dream Team: 3 on 3 Challenge

DATA EAST MVP SPORTS

Versions: Commodore 64 ($39.95), IBM PC ($49.95)

SOUND/MUSIC	1	2	3	**4**	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	**6**	7	8	9	10
OVERALL	1	2	3	4	5	**6**	7	8	9	10

Park Place is arguably the hottest development group in the electronic sports-

continued on page 90

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CLTAA

continued from page 86

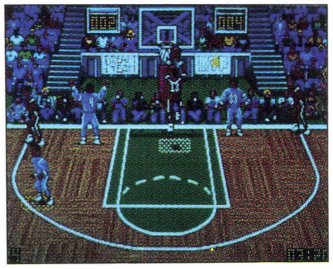
simulation business today, thanks to computer games like *Monday Night Football* (Data East MVP Sports) and the brilliant *John Madden Football* for the Sega Genesis. As a result, expectations were high for *The Dream Team*, a half-court basketball simulation starring James Worthy, Patrick Ewing and Dominique Wilkins. The reality, however, is quite a serious disappointment.

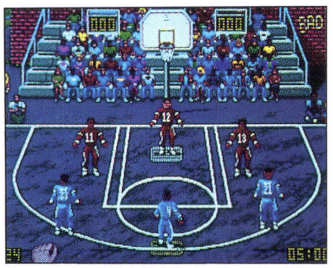
The bad omens were out early on this project. Joe Dumars, who is hardly a household name, stepped in as a last-second replacement for James Worthy. James was deemed "un-Worthy" of appearing in the game after he was busted in Los Angeles on a morals charge just prior to *The Dream Team's* scheduled release. The result is a three-player Dream Team that no one, with the possible exception of Joe Dumars, ever thought, much less dreamed, about.

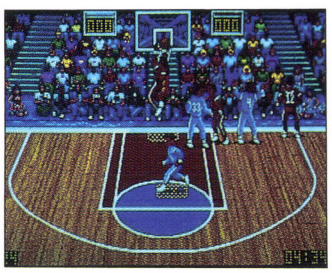
As a roundball simulation, *The Dream Team* is a simple half-court contest strongly reminiscent of *One on One* (Electronic Arts). Users practice and play one-on-one, two-on-two or three-on-three with one or two gamers. In the three-on-three mode, two players either compete or play in tandem against the computer. There is also a tournament format, an eight-team, single-elimination affair in which teams are randomly matched. Gamers can opt for winners or losers outs, set the time (five-, ten- or 15-minute quarters) and even change the computer-assigned team members by going to a roster screen. Each player is rated in eight skill areas (field goal, free throw and three-point shot percentages; assists, steals, blocked shots, rebounds and personal fouls per-game averages).

A half-court contest looks pretty thin in this era of vertically and horizontally scrolling, full court basketball games. What's worse, the player-characters are drawn large, making three-on-three play confusing at times, and impenetrable at others. When six players get together in the key, for example, it's nearly impossible to pick up on such subtleties as who has possession. Six large characters just don't fit on this court and, in certain situations, even the two-on-two mode presents problems. This is not to say that the court isn't beautifully drawn or that the players aren't skillfully animated; it's just that they are simply too big for this stage.

As far as play goes, the gamer can shoot or pass on offense and attempt to block shots on defense. Shots are taken using a tiny bar gauge as a visual aid, with the optimal shooting time signified by the red line hitting the top of the gauge. The movement control is sluggish on 286 machines, however, one never gets the feeling of being truly in control of these players.







***The Dream Team: 3 on 3 Challenge* is a simple half-court contest strongly reminiscent of *One on One*.**

The program also does a poor job of individualizing its stars. Since shot success is based more on the skill of the gamer than on the shooting ability of the player being simulated (as it was in *One on One*), only the computer-controlled players perform like their models, and even they fail to exhibit individual play styles.

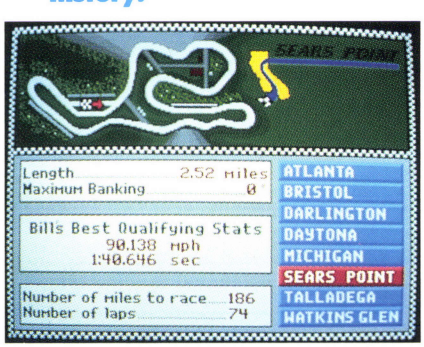
The Dream Team is a collection of graphic displays and play mechanics from other basketball games that never gel. The sound effects are so annoying that the PC's internal speaker is preferable to the Ad Lib setting. For example, the bouncing of the ball is represented by a continual dull thudding, which could eventually lead to user madness.

Designer Scott Orr, the dean of action-strategy sports simulations, produced a more satisfying roundball recreation over half a decade ago with *GBA Basketball: Two-on-Two,* and this game doesn't come within three-point distance of state-of-the-art contests like *TV Sports: Basketball* (Cinemaware) and *Lakers Vs. Celtics* (Electronic Arts).

—B. K.

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***NASCAR Challenge* follows a long line of racing games throughout video- and computer-gaming history.**



Bill Elliott's NASCAR Challenge

KONAMI

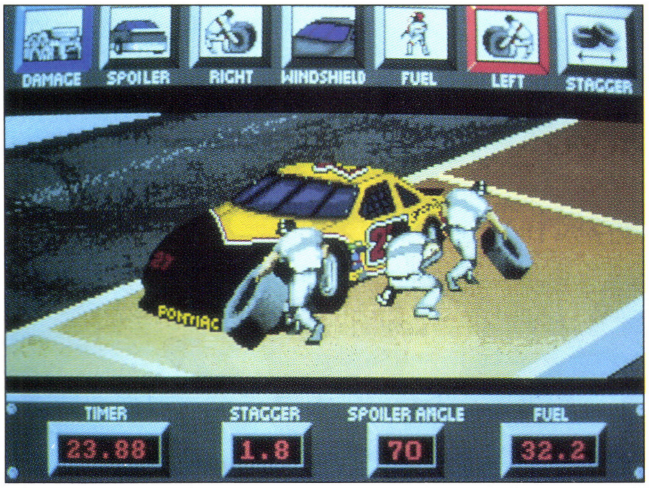
Versions: Amiga ($49.95), IBM PC ($49.95), Macintosh ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10

When a celebrity commits talent and reputation to the design of a game, the result should be a product with heightened realism, reflecting the true spirit of that field. *Bill Elliott's NASCAR Challenge* delivers on that promise. The stock racing simulation closely approximates the sport, thanks to Elliott's direct participation in the

design and his personal notes throughout the manual. *NASCAR Challenge* is fun to play, and captures the feeling of stock car racing.

NASCAR Challenge follows a long line of racing games throughout video- and computer-gaming history. The earliest racing games (like *Pole Position, Night Driver* and *Indy 500*) are worlds away from modern games like *NASCAR Challenge*. The program brings computer stock car racing into the '90s through bit-mapped graphics and great sound effects. The easy-to-use interface offers the feel of skidding, acceleration and crashes.





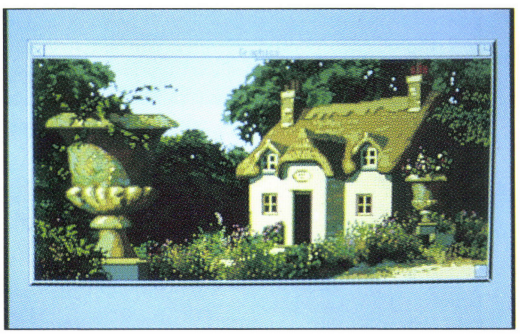
The neatest feature of *NASCAR Challenge* is the ability to view the race from any of five different perspectives using the VCR interface.

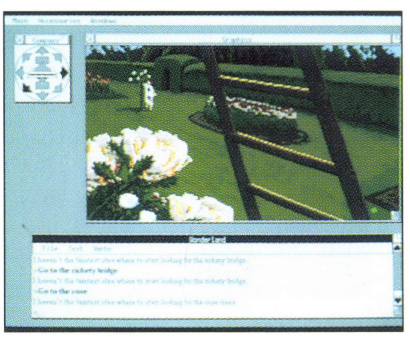
The player has a choice of three cars (Thunderbird, Lumina or Grand Prix) and eight tracks, two of which are road tracks. Manual and automatic transmissions are available for each car, and the player can fine-tune the vehicle by adjusting the top-gear ratio and spoiler angle or staggering the tires, all in the interest of better performance on a specific track.

NASCAR Challenge was codesigned by Bill Elliott and Distinctive Software, Inc. (DSI), makers of *Test Drive, Test Drive II: The Duel* and *Stunts.* To drive the car, the player uses a joystick or keyboard to move the steering wheel back and forth. A dot on the wheel guides the player's movements, just as in previous DSI games. It is easy to drive the cars in *NASCAR Challenge,* but yet there is a real test of skill to perform well, because a car's characteristics really do impact handling by the player.

The pit stop sequence is especially nice, because the animated crew works at the speed of real mechanics, and any extra time spent in the pit does affect the player's standing in the race.

The neatest feature of *NASCAR Challenge* is the VCR interface. It allows the gamer to view the race from any of five different perspectives, in addition to the driver's seat of any of the cars. The player can replay the last 20 seconds of the race at any time and from a variety of different camera positions and magnifications. Also, the user can check out a crash from the viewpoint of any car on the track, or from a helicopter overhead.





Based on a venerable classic, *Wonderland* features excellent graphics, interesting puzzles and a well-developed user interface.

The game lends itself to several playing modes. The driver can attempt to qualify for a better position for each race or start toward the back of the pack, play a single race or try to make it through an entire championship season on the eight tracks.

The graphics are very nice, considering all the different view angles involved. Both bit-mapped and polygon graphics are used when viewing cars. The dashboard is well laid out, and the player can turn the driver's head to look to either side, as well as turn a rearview mirror on or off. The sounds in *NASCAR Challenge* capture the excitement of the sport and support most of the sound boards available.

Konami is currently holding a *NASCAR Challenge* contest that will end in November 1991. A high-score finalist will win a trip to the 1992 Daytona 500 and get to meet with Bill Elliott. A grand-prize winner will win a 1992 Ford Thunderbird. So get moving folks, and take *Bill Elliott's NASCAR Challenge!*

—Russ Ceccola

Konami, Inc
900 Deerfield Parkway
Buffalo Grove, IL 60089
(708) 215-5100

Wonderland

VIRGIN MASTERTRONIC

Versions: Amiga ($59.99), Atari ST ($59.99), IBM PC ($59.99)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10

Take on the role of Alice in Wonderland as she attempts to dream her way through Lewis Carroll's bizarre imagination. This latest electronic adventure based on the venerable classic features excellent graphics, interesting puzzles and one of the finest user interfaces I've ever seen to enhance play.

In fact, the user interface is the first thing to catch your eye. It consists of multiple windows for compass, inventory, graphics, map, text and "what's in the room." Any or all of these windows can be opened at any time. Players will probably opt to use only one or two at a time, since

having them all visible simultaneously provides lots of information but makes for a crowded screen. The easiest way to manipulate the windows is with a mouse, although the keyboard can be used.

The graphics window provides a first-person view of the current environment as seen through Alice's eyes, and a click produces descriptions of each item. The compass window is especially usable, since only valid exits from the current room can be selected. It's also a quick-travel asset, since clicking on a compass point moves Alice in that direction.

The map window shows the rooms already visited, relieving the chore of mapping Alice's travels. A nice touch lets the gamer return to any spot by clicking on that room.

Windowed icons make object manipulation very easy. Just click on an object in the "what's in the room" window, and drag it to the inventory window—Alice will carry that object. Pull-down menus of verbs and nouns limit the selections to what is possible, eliminating the guesswork. The noun menu provides a list of objects, then a submenu for each object provides the valid choices of verbs.

Roland MT-32, Ad Lib and Sound Blaster sound boards are supported, and my Game Blaster worked fine. *Wonderland* boasts superb graphics and a musical sound track of remarkable clarity. The parser is quite advanced, making text entry less of a chore. It understands compound commands (get the jewel and put it in the bag) and can ask questions for clarification. Unlike other games of this genre, however, answers can be limited to the minimum information necessary.

The puzzles may prove too much for a novice, but they are not particularly hard for an experienced adventurer. Fortunately, a well-defined help function provides increasing levels of hints. There is quite a lot of humor built into *Wonderland's* responses—the designers anticipated some pretty outrageous requests.

Wonderland is an enjoyable, imaginative visit to Carroll's world and definitely the most successful game to date based on the book. The designers brought new life to Alice's adventure in this electronic media, and in so doing, they advanced the state of gaming art by a significant degree. No one who loved the original should miss this lively reenactment.

—David Plotkin

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Hard Nova's richness of detail makes it worth the time it takes to learn its complex control system.







Hard Nova

ELECTRONIC ARTS
Version: IBM PC ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10

Computer science-fiction games must be very hard to do. Few releases can be classified as truly great. Yet, whatever problems some of its predecessors may have had, one game is bucking the trend. Building on their previous work, the team that produced *Earth Orbit Station* and *Sentinel Worlds I* has created a sci-fi game that's sure to find fans in the computer-gaming field.

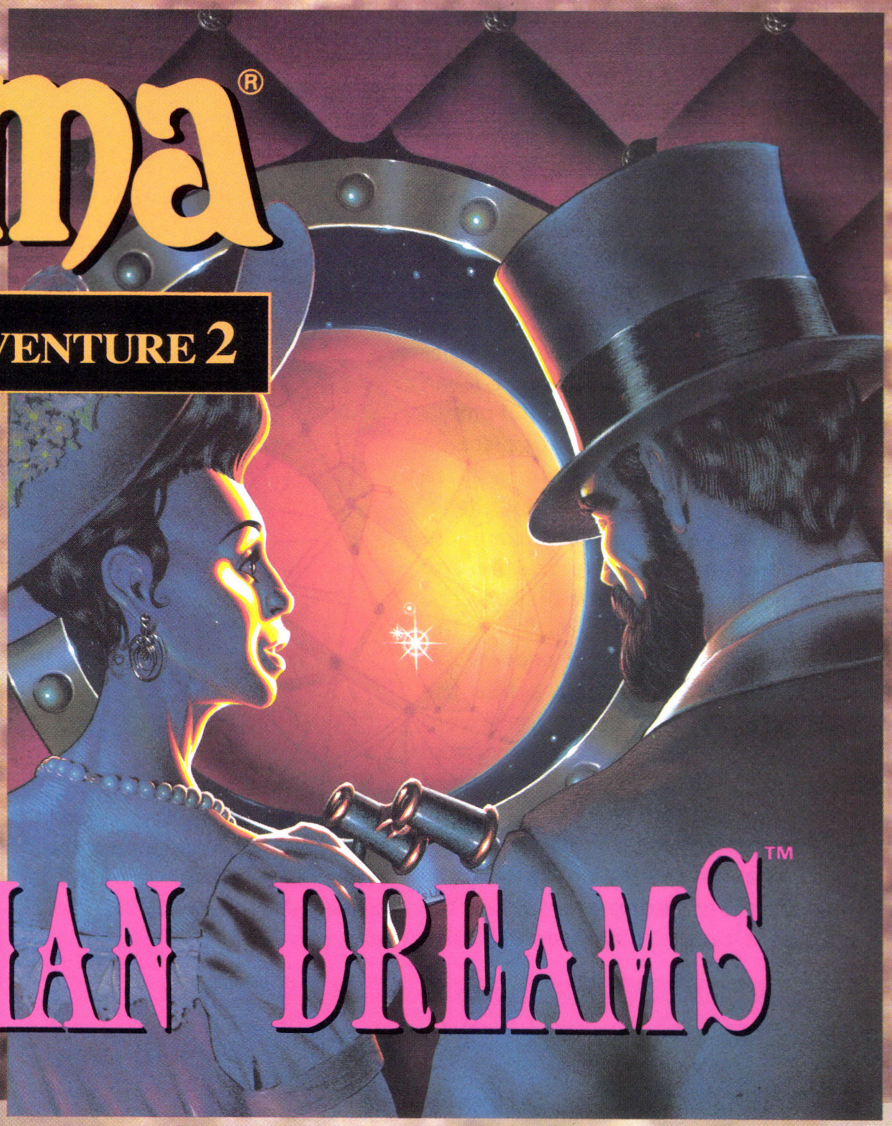
In *Hard Nova* players assume the role of either Nova (female) or Stark (male). The gender difference doesn't play too much of a part in the game, since each is a hard-bitten mercenary in a distant arm of the galaxy, but several little touches make it more than just window dressing.

Just before the game begins, all but one of Nova's crew was destroyed in a freak accident. This heroine must spend the rest of the game building the crew back to a respectable level. While Nova and the pilot are sufficient to skeleton-crew the ship, the many people available on other worlds can perform the different ship functions much more effectively. However, until new crew members are recruited, Nova must fill in all but the stargate navigator position.

While the crew usually ends up with around 12 characters after successfully completing the game, only three can be

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active in any boarding party. Logically, these are usually the best combat people. A fourth slot is provided for anyone who temporarily joins the party while on the planet. Persons in that slot leave once the ship exits the planet's orbit, unless they are permanently assigned to the ship crew during orbit-leaving procedures.

The game is open-ended, so play can continue even after the primary mission, as well as the several ancillary ones, have been completed. While there's no direct purpose in continued play of this sort, it can be fun to go on building a successful party.

Most of the game's action takes place on the three movement views. Flight in space and movement indoors use the overhead, pseudo 3-D perspective. A decent amount of the area around the party is visible, and it gives a good feel for the situation. The hovercraft view, when flying over the planet's surface, also uses a pseudo 3-D view, but this time it's more like the perspective in *Zaxxon,* and it looks very nice. Of course, in all views the borders of the screen are used for various information and statistics needed during play. The graphics themselves are sharp and clear.

Either the mouse or the keyboard controls the party during play. While the mouse has a few idiosyncrasies, both methods work well. The actual amount of detail to be controlled may be a bit overwhelming at first, but a quick read through the manual and a lot of experimentation within the game helps master the system.

The game's only real problem is that several sections are extremely tedious to complete, especially the ones where entire bases must be cleared of enemy soldiers by picking one or two opponents at a time. Since these opponents can kill the player, this is a time-consuming process, and the player's character will often die. Fortunately, saving and restoring is a simple process.

Dialog with other characters is crisp. Instead of playing "guess the parser," only a limited number of canned responses are available when conversing with the characters found throughout the inhabited systems. It is possible to tick a character off, but most will give at least one more chance before quitting the conversation, especially if they have something important to say.

Hard Nova is the best science fiction RPG produced to date. Its extreme richness of detail makes it worth the time to learn the complex control system to access all of its features.

—R. Bradley Andrews

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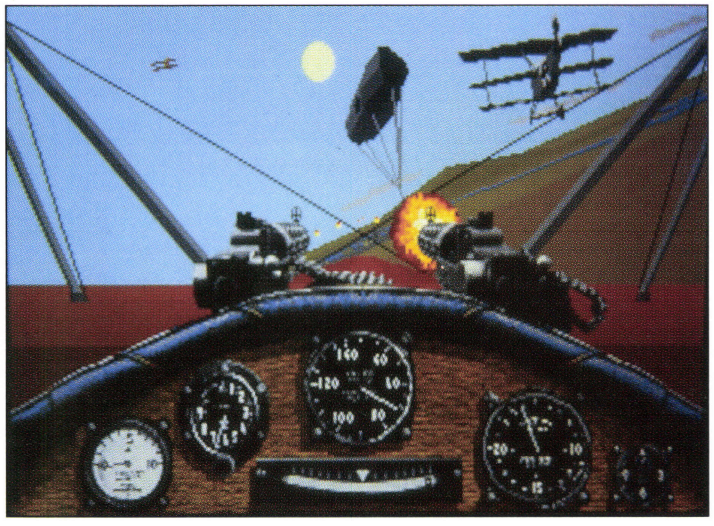
Red Baron

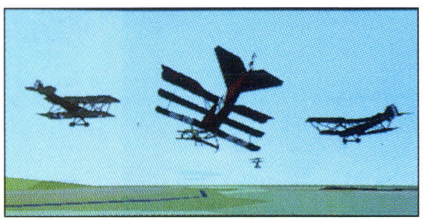
DYNAMIX

Version: IBM PC ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	**10**
OVERALL	1	2	3	4	5	6	7	8	**9**	10

***Red Baron*, by Dynamix, painstakingly recreates the flight characteristics of 18 different vintage WWI aircraft.**

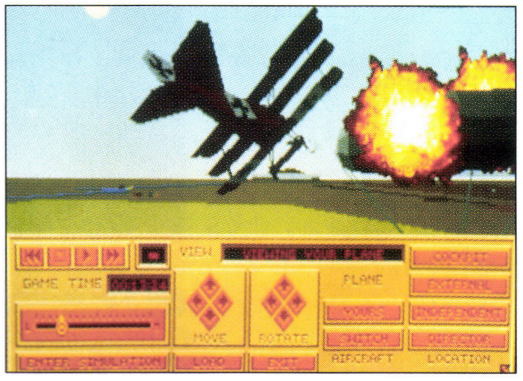




The average gamer's exposure to World War I aviation is probably limited to what they've seen in movies such as *The Blue Max.* Nevertheless, products like Lucasfilm's *Battle of Britain* prove that computer cockpits do not have to operate at Mach 2.5 to draw consumer attention.

When Damon Slye (programmer of *A-10 Tank Killer* and cofounder of Dynamix) proposed using the company's three-dimensional modeling routines to make a state-of-the-art WWI flight simulator, he wasn't taking a big chance. Although many insiders feel the flight-simulation market has been overcrowded for some time, sales continue to reflect gamer's avid interest in the computer skies. *Red Baron* appeared amidst a sudden glut of WWI aviation products, which could have crippled a lesser title in recessionary times. Cash-constrained consumers must weigh the merits of the new high-flying titles with their individual taste, but after working with with each of the recent

releases, I unequivocally recommend *Red Baron*. Here's why.



Dynamix went to great lengths to recreate the flight characteristics of 18 vintage aircraft, ranging from the ungainly F.E.2b (an open-frame ultralight biplane with a rear-mounted propeller) to the legendary Sopwith Camel and Fokker Triplane. Along with the obvious variances in turning, climb rate and the like, they also included the quirks inherent in each design, some of which truly reflect the fledgling status of aviation. Some examples include: the tendency of the lower wing of Albatros D.IIIs to sheer off in a steep dive, the Roland C.II's predisposition to go into an irrevocable spin if put into a tight turn and the nose-heavy handling of the Sopwith Camel, which, when combined with the high-engine torque, frequently led the plane to turn sharply to the right and enter a spin.

Furthermore, Dynamix employed extensive research to replicate the flying styles and maneuvers of each of the aces from both sides of the Great War. Whether one elects to fly a single mission, dogfight a famous ace or pursue a career starting at any point in the war, the experience is as historically accurate as the state of the art can provide.

The visual impact of *Red Baron* (VGA mode reviewed) is stunning, with one exception. Each aircraft, balloon and zeppelin is depicted in detailed animation, which naturally improves with proximity. Bullets whine and thump on the Ad Lib board, accompanied by the appearance of holes in the enemy airframe, billowing smoke trails and the occasional mid-air explosion. Machine guns jam if fired too rapidly, and the best pilots carry a hammer to beat on them until they unjam. Pilots may scan the sky in all directions, including straight up and down, to find their foes. Clouds, blinding sunlight and the cover of darkness may reduce visibility. Also, if wounded, the pilot experiences brief periods of "red out," wiping the blood from one's eyes and fighting to maintain consciousness while escaping to the friendly side of "no man's land."

The exception to the verisimilitude involves the lack of ground detail. Although one may always distinguish the brown swath of flattened earth that marks the front, as well as major terrain features like rivers, the vast majority of the world is flat, green nothingness. Naturally, this precludes bombing and strafing missions from being included in the package. This limitation to perfection can be discounted, however, because the focus of the program is aerial combat. In that realm, *Red Baron* is untouchable.

The role-playing portion of the program is further enhanced by the inclusion of digitized photographs of the actual aces one serves with (or against), as well as spectacular crashes and burning aircraft to reflect one's unfortunate fate in less-than-successful missions. Pilot records are easily maintained via pull-down menus, appropriate promotions and medals are awarded for gallant service and the option to custom-paint one's aircraft (like the real aces did) is included after achieving enough prestige.

Finally, *Red Baron* includes the famous Dynamix VCR interface, which is both intuitive and friendly to use. One saves missions to "tape," then may go back to view them from numerous angles, edit and save changes to the viewing angle or even jump back in the action at any point to alter the outcome. The end result is the ability to create some beautiful cinematic sequences that reflect one's prowess in the skies for friends and family.

Red Baron is a beautiful rendition of a classic period of aviation history. Don't miss out!

—Ed Dille

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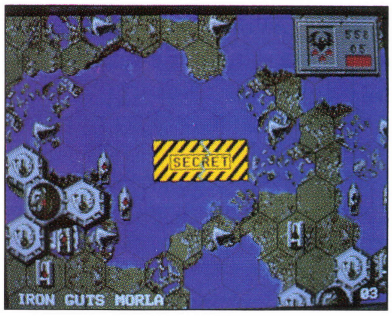
Full Metal Planet

DRACONIAN

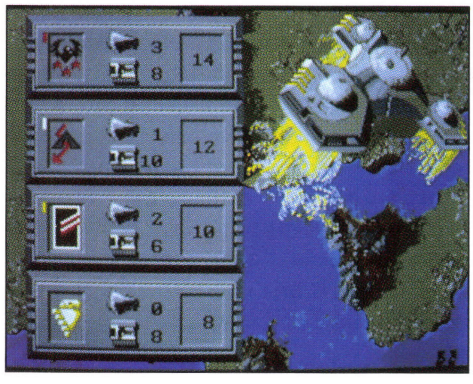
Versions: Amiga ($49.95), IBM PC ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	**6**	7	8	9	10

The translation of board and war games from their traditional formats to the home computer has been popular from the earliest days of the medium. Products that start with a strong user base can usually count on equal success as software, if the programs are both well-executed and faithful to the original.



Draconian's *Full Metal Planet* is more akin to an abstract derivative of chess than a traditional computer war game.



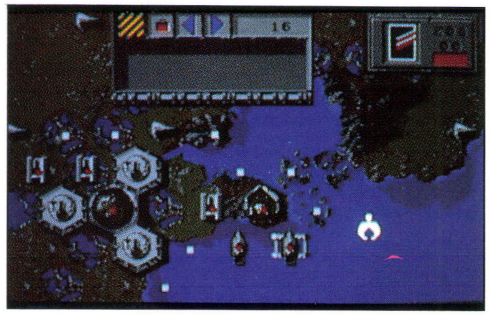
The board game version of *Full Metal Planet,* a strategic conquest game based on mining in the 23rd century, enjoyed modest success in Europe. Unfortunately, *FMP* didn't have an equally strong following in "the colonies" so, like many other imports, it will succeed or fail based on player word of mouth.

The game is more akin to an abstract derivative of chess than a traditional war game. Playing pieces are graphic representations of 23rd-century mining equipment. The freighter is the mother ship for all equipment and as such, the center piece of each players' strategy. Although it takes four separate attacks to destroy the freighter, losing this piece is just like being checkmated.

The weather hen is the queen of the conflict, possessing the ability to turn ore into new pieces of equipment instantaneously. Like the queen in chess, loss of the weather hen can severely impede one's ability to win the game. Other pieces possess similarities to knights, bishops, rooks and pawns. Pieces are destroyed by moving two friendly pieces with overlapping zones of control to attack. Moving two pieces adjacent to the targeted piece changes its ownership without removing it from play.

Two to four human or computer opponents can play. The computer opponent offers a variety of strategic approaches, but once a player is experienced, competitive replay requires suitable human opposition.

Each game is limited to between 21 and



25 turns, and victory is determined by a point system. A surviving piece of equipment that lifts off inside the freighter is worth one point, while stored pieces of ore are worth two points. It is possible to capture enemy freighters and their cargo, thereby doubling or tripling points.

Diplomacy is possible, either off screen between human players or via a game mechanic with computer opponents. In practice, cease-fire agreements prove quite fragile. The computer automatically determines which player has the initiative, and the game uses a system of points to regulate the number and type of actions available each turn. Through judicious management, a foresighted strategist can plan two or three moves in advance and ensure sufficient resources remain to execute those plans.

Advance planning often requires an accurate estimate of upcoming tidal changes. Tidal changes alter the face of the game board from turn to turn, elevating some hexes and inundating others. Equipment that is caught in the tidal surge can be stranded and rendered both useless and helpless until conditions change. Thus, one must contend with the environment as well as the opposition.

The graphic presentation is adequate for the concept of the game but animations of enemy leaders and other fine points that could have added to player satisfaction are missing. Movement via the unit-placement cursor can be overly sensitive at times, leading to frustration. The documentation is generally comprehensive (and also serves as the copy protection), but suffers from inadequate explanation or lack of illustration on how fire zones can be manipulated for success.

Full Metal Planet is a niche product, fascinating for some but insufficient in both concept and execution to ever reach classical status.

—E.D.

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- ☐POPEYE
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- ☐PREDATOR
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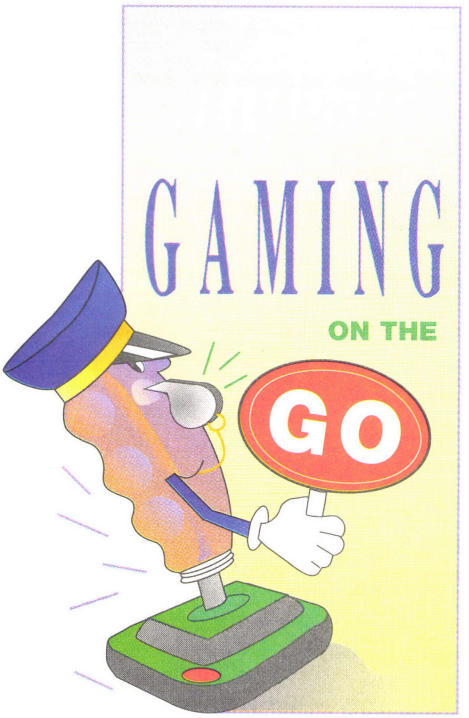
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AT LONG LAST LYNX

by

Maurice Molyneaux

In the year and a half since Atari brought out its Lynx system, all of the software that's emerged for it thus far has been either produced by Atari itself or for Atari by Epyx (the creators of the Lynx). Well, outside developers are getting into the act (at last), and the first games from outside developers are trickling in.

Robotron 2084

by Shadowsoft

In the early '80s, if you asked which coin-op manufacturer produced the most action-packed games it was hard not to single out Williams Electronic Games Inc. The company produced a series of popular titles known for their speed and the sheer volume of opponents on the screen. Starting with the classic *Defender* and its sequel, *Stargate*, Williams produced games almost overflowing with danger and featuring enough controls (such as a stick and half a dozen buttons) to thoroughly confuse the average gamer.

Another Williams title, *Robotron 2084*, at a glance seemed simple by comparison. Its controls consisted simply of two joysticks and no buttons—but this was no easy game. One stick was used to move, the other to fire, with the net result that becoming an effective *Robotron* player required you to master moving each stick independently. Have you ever tried to control two sticks in such a manner before? If so, you'll appreciate just how tough playing *Robotron* was.

Well, nine years after *Robotron 2084* debuted, Shadowsoft has produced a version for the Lynx. The game is an accurate reproduction of the arcade original in terms of graphics, sound and game play.

The goal in *Robotron* is to blast everything destructible on the screen while simultaneously ducking all indestructible items *and* trying to scoop up the last human family on Earth before the evil Robotrons stomp them into jelly and conquer the world. Each screen is a simple rectangular room filled to overflowing with enemies and obstacles. You materialize at screen center, *surrounded* by your enemies, and must immediately start blasting in all directions while trying to grab the humans you wish to protect. This is *not* easy, because the enemies come at you from all sides at once—some stomping toward you, others shooting and still others trying to turn the hapless humans into weapons to use against you.

The reason for the two joysticks in the arcade game was to allow you to shoot in a different direction than you were moving. You could back away from enemies while still firing at them. This feature was difficult to master, but it made the game unique.

The only trouble with this Lynx translation is that there's no way to provide this separate firing control. The Lynx has only a single joypad, and that must be used for maneuvering your man. Firing must be handled by the action buttons, which are obviously not directional. So, it seems you're forced to move in the direction of what you're fighting. This would be an unacceptable solution if that were the only option provided. Fortunately, Shadowsoft has included three different fire-control options. The first lets you shoot in the direction you're facing. The second starts you off firing straight up, and you can rotate your gun (clockwise) into various firing positions using the "B" button. The third option has you firing continuously, with the "A" and "B" buttons being used to rotate your firing clockwise and counter-clockwise. For my taste, only this last option comes close to being really playable and approximating the arcade original.

It's hard to recommend this game because it *is* difficult to get the hang of, and it's a bit dated. It looks and sounds just like a product of the early days of video games. Still, it's a good conversion.

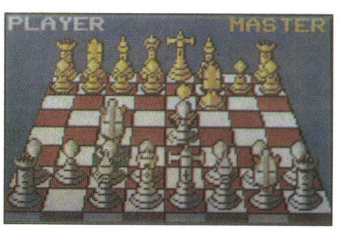
Fidelity Ultimate Chess Challenge

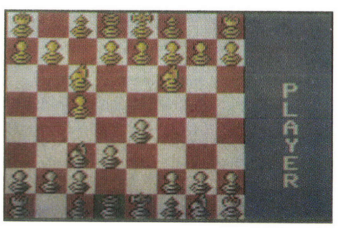
by Telegames

Counterbalancing the sheer reflex-action of *Robotron* is the cerebral nature of Telegames' first Lynx title: chess. Excuse me, the *Fidelity Ultimate Chess Challenge*. And I'm not talking about some cheap chess implementation here, I'm talking full-featured chess game. According to the press releases, this game is based upon "the most powerful chess-playing technology from the laboratories of Fidelity Electronics—the premier manufacturers of dedicated chess computers and developers of the only USCF (United States Chess Federation) Certified Master Rated (2325) program." Sounds impressive.

As for game play, what can I say other than it's chess? All the traditional rules are held to. The game provides either an overhead (2-D) or "player" perspective (3-D), and movement is as simple as pressing the "A" button once to indicate which piece you want to move, then pressing it again on the square where you want the piece to go. You can select which side you wish to play, set up boards for chess problems, take back moves and even call up a statistics display complete with elapsed move times, score and an inventory of moves. Naturally, you can also set the difficulty level of your computer opponent.

Below: Shadowsoft has created a Lynx version of William's popular arcade hit **Robotron 2084.** *Right: Telegames' first Lynx title,* **Fidelity Ultimate Chess Challenge.**





One of the neater options in this game is that you can play against either the Lynx or against another human, with or without the ComLynx. If you select the two-player option, you can select between single Lynx or ComLynx mode. In ComLynx mode both players must

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CIRCLE #131 ON READER SERVICE CARD.

have a game card and a cable. In single-Lynx mode you just pass the one machine back and forth.

I must admit, I'm more than a little rusty at chess, not having played it as much as I'd like in recent years, so insofar as rating the relative strength of the computer player, I can't speak authoritatively. Still, this *is* an impressive title, and for those of you who like to play (or would like to learn) chess, this game is definitely worth looking into.

Blockout

by Atari

While the third-party front is warming up, Atari itself has not been idle and has some new games of its own. First up is *Blockout*, another of those *Tetris*esque puzzles where you have to fit geometric pieces together to fill up a level in a pit and thus clear it. Unlike the original *Tetris*, *Blockout* presents the pit to the player in 3-D. Rather than looking at a side view, you're looking straight *down*, into the pit (sort of like *Welltris*). Naturally, this makes things more complicated, because the pieces don't just rotate clockwise and counterclockwise, but also up and down! Not only that, but, depending on the game options you choose, the blocks themselves may be more complex. In the easier modes the pieces are essentially two dimensional in that they are flat and have a real "shape" only in one direction. The "extended" pieces are more difficult to work with, because they have shapes from a number of angles, such as an "L" shape with an additional "stem" that comes out at a 90-degree angle to the rest of the block.

Each piece appears (floating) at the top of the pit, and you must rotate it so that it fits in with other pieces at the bottom of the pit. At first the pieces descend so slowly that this is very easy. As the game progresses, they fall more quickly, so you have to think and act fast. When you completely fill in an entire level of the pit, the blocks of that level are removed, giving you a little more room to work (and breathe). When the blocks pile up to the top of the pit, the game is over.

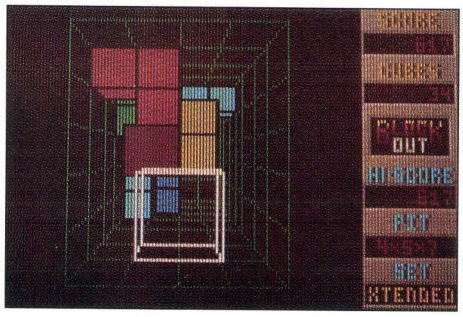
The graphics in *Blockout* are simple, and sound is practically nonexistent. What makes the game are the quality of the puzzles and the many user-definable options. You can select which block set to use, the pit dimensions and the starting level. As an admitted puzzle freak and *Tetris* and *Klax* addict, *Blockout* appealed to me a lot. However, if puzzle games aren't your cup of tea, maybe you'd best look at another game, something different.

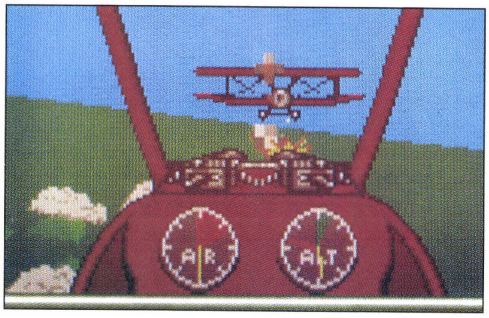
How about a flight simulator?

Warbirds

by Atari

No, I'm *not* kidding. One of Atari's latest Lynx titles is *Warbirds*, a World War I dogfighting game/flight simulator. Unlike the previous air combat entry into the Lynx world, *Blue Lightning*, *Warbirds* is a real in-the-cockpit game, with realistic action and controls. You can climb, dive, loop and scream through the clouds and, naturally, blast enemy planes out of the sky. The game is a marvel of handheld gaming, using the Lynx's graphics abilities to their fullest. The landscape is typical flight-simulator terrain, a huge plain dotted with pyramid shaped mountains—which you *can't* crash into, darn it!—all composed of polygons. To draw this in a correct, moving perspective in real-time takes a lot of computing muscle. Most flight simulators use the same technique for drawing everything else in the game as well. *Warbirds* takes a different approach, using pre-drawn images of aircraft and clouds that are rotated and rescaled. This means that the Lynx isn't devoting all its time to drawing 3-D objects and thus produces a smoothly animated and fast-moving game.





Two new Lynx games by Atari. **Blockout** *(top) is a* **Welltris***-style game that contains many user-definable options, and* **Warbirds** *(left) is a WW I combination dogfighting game/flight simulator.*

You play the part of a pilot, flying a state-of-the-art (once) biplane. No missiles, 20mm cannon or stealth technology here. Your plane is made of wood, metal, cloth and wire and armed only with a pair of machine guns. Your mission is to shoot down all hostile planes in the sky without getting shot down or crashing into the ground yourself. You start off in the air and must locate enemies and engage them in "dogfights." The controls are simple: Pushing forward (up) on the joypad causes your plane to dive, and pulling back (down) causes your plane to climb. Left and right turns are just as you'd expect, and pressing "A" fires your machine guns. Holding down the "B" button shows you a view looking back "over your shoulder" at what's behind your plane, and pressing the pad while holding "B" down lets you look in other directions—left, right, up and even down into your cockpit so you can check on your oil pressure and ammunition reserve.

Dogfights involve trying to get behind an enemy aircraft and lay bullets into it until it goes down in flames. Like a real biplane, your *Warbirds* fighter is no piece of cake to control. Turn hard to find a target, and you'll find it difficult to reverse direction too fast. If you're climbing too steeply, you'll eventually "unwind" your engine and find yourself unable to maintain speed. Gaining too quickly on an evasive enemy? Simply stall your engine to lose speed.

This is one of those games that you'll either love or hate. Even in its "arcade" mode it's fairly realistic. Real aerial maneuvers work surprisingly well. You can use clouds to lose and confuse pursuing enemies, pull vertical reverses to quickly get behind an opponent that has just passed you head-on, dive to build up speed and climb to lose it. In the simulator mode, turning to the right is easier than going to the left, just as in a real biplane (because of the way the propeller spins, such planes naturally "pull" to the right). It's fun to pull a complex maneuver and find yourself emerging from the clouds, upside-down, with the sky below and the Earth above.

Loaded with features, *Warbirds* lets you select the realism of the mission, the amount of ammunition your plane carries, how much damage you can take and whether or not to allow midair collisions. There are a number of different missions, ranging from the pathetically easy Milk Run to the very challenging. If you run out of ammo, you can find your home "barn" and land for rearming, but be careful—too much airspeed and/or too steep an approach and *boom!*

As if this wasn't enough, the final layer of icing on the *Warbirds* cake is that it's ComLynx ready, and up to four players can get in on the action. The game graphics, while simple, are outstanding, and when you top all this off with some neat digitized pictures at the end of each mission, you have one really cool game.

Next time, it's a mixed bag, with a martial-arts title each for both the Game Boy and Lynx, and some notable new Game Boy entries.

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GIANTS OF ELECTRONIC GAMING

by Arnie Katz

Writer, editor, lecturer and game designer Arnie Katz knows the field from every perspective. Each month, his column takes readers inside the world of video and computer games. This month's installment provides a historical perspective featuring Arnie's list of people who have made electronic gaming what it is today.

In the last issue of VIDEOGAMES & COMPUTER ENTERTAINMENT we ran an interview with **Ralph Baer**, the father of the video game. While Baer is certainly one of the most important contributors to the history of our hobby, he is of course hardly the only person who has helped shape electronic gaming. Thousands of men and women have made significant contributions to this field over the last 30 years. At the risk of slighting many, without whose work we would not enjoy the great games of today, let's look at some of the major heroes and heroines of the hobby.

Software would be meaningless without hardware on which to present it. It would be easy to fill this entire column with a salute to the computer scientists who developed the hardware that makes our video and computer games possible today. In singling out the major contributors in the hardware area, I'll concentrate on those whose developments and discoveries have had the most direct and immediate impact on entertainment software.

If Ralph Baer is the father of the video game, then **Nolan Bushnell** is certainly the P.T. Barnum. As Baer himself readily concedes, without Bushnell's flair for promotion, presentation and marketing, video games might have languished. Hindsight makes it very easy for us to see the tremendous potential in the pioneering work done at Sanders Associates, but at the time, it was Nolan Bushnell and only Nolan Bushnell who was willing to stake everything on the appeal he saw in interactive electronic entertainment. Two outstanding achievements ensure Bushnell's place in the forefront of electronic-gaming history: He introduced the first video coin-op (*Pong*), and he founded Atari.

Although the Sunnyvale-based outfit with the Japanese name was not the first company to make video games, it was definitely Atari that popularized this form of recreation in the United States. The success of the Atari 2600 (introduced as the VCS in 1978) established the dominance of the cartridge-based video-game systems that continue to prosper today. Like Baer, Bushnell continues to work in electronic gaming, so perhaps the last chapter in his remarkable saga is yet to be written. A decade from now his involvement with CDTV may loom nearly as large as his work with Atari.

Coincidentally, the man who now owns the company Bushnell founded is also a strong candidate for a spot in our mythical Electronic Gaming Hall of Fame.

Jack Tramiel deserves credit for transforming computer gaming from an interesting curiosity to a vibrant, growing hobby. Tramiel orchestrated the effort that made the Commodore 64 the world's first great gaming computer. In the late '70s and early '80s, Apple frequently acted as if "game" was a dirty word. Under Tramiel, Commodore took exactly the opposite approach. Ads for the 6502-based machine frequently emphasized its ability to present exciting, colorful, interactive electronic games. The Commodore 64 was far from a perfect machine. Painfully slow disk-access time was but one of the problems that beset the system. Nonetheless, the Commodore 64 became the bellwether of computer entertainment in the '80s in the United States and in Europe.

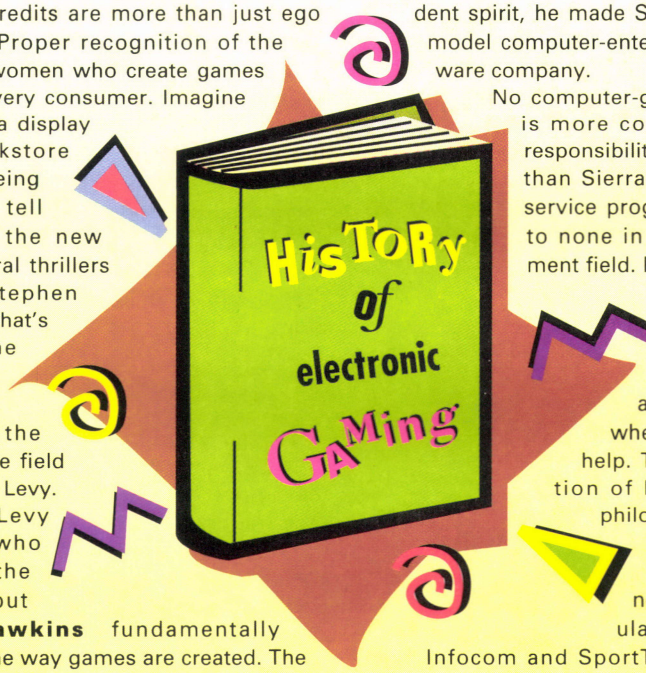
The international success of the Commodore 64 also laid the foundation for the international entertainment-software market. It was inevitable that games developed in England, Japan, France and other countries where Commodore was king would eventually find their way to the United States, and thus give U.S.-developed productions a wider audience overseas.

If Jack Tramiel built the bridges for international electronic gaming, then **Barry Friedman** constructed the access roads, toll booths and lighting systems that made international entertainment software a viable and profitable business. This visionary agent, manufacturer's representative and all-purpose wheeler-dealer did much to refine the mechanics of world-wide computer- and video-game publishing.

Friedman's pioneering work in international electronic gaming was an outgrowth of his belief in multisystem publishing. Gamers who owned different systems had little common ground until Barry Friedman helped blast Bill Hogue's *Miner 2049er* across virtually every computer- and video-game machine on the market. International electronic gaming would have arrived eventually even without Barry Friedman. Fortunately, we don't have to wonder how many great games Americans would have missed had he not acted so boldly in the early and mid-'80s.

Jim Levy may not be a familiar name to fans who date their involvement with gaming from the rise of Nintendo, but without him it is doubtful that we would enjoy anywhere close to the variety and number of games we have today. The charismatic former record-company executive helped four young designers form Activision, the company now known as Mediagenic. Until Levy ushered in the age of third-party video-game publishing, gamers had to be content with whatever software the hardware manufacturers managed to market. Activision and the other publishers who followed added the missing element: competition. The healthy rivalry among third-party publishers pushed quality up and prices down in the video-game field.

As head of Activision, Levy also initiated a practice that I wish more companies in the video-game field would follow today. Activision was the first cartridge maker to put the names of the designers and the programmers on the game. Complete and accurate credits are more than just ego inflation. Proper recognition of the men and women who create games benefits every consumer. Imagine staring at a display in a bookstore and not being able to tell which of the new supernatural thrillers is by Stephen King. But that's exactly the situation that gripped the video-game field before Jim Levy.



Jim Levy told us who created the games, but **Trip Hawkins** fundamentally changed the way games are created. The Electronic Arts founder jettisoned the idea that one person could do everything and replaced it with the team concept that is widely used today. It is impossible to overstate the effect that this has had on game quality. Design-development teams that pool the talents of many individual specialists have produced games of a quality that few, if any, individuals could achieve. Trip Hawkins provided the economic basis for creative specialization in electronic gaming. How much more destitute would the field be without the music of Russell Leiblich, the designs of Christy Marx and the art of H.R. Geiger, to name just three examples of important creative people who could not have worked on electronic games if they had to do the programming and all the other jobs associated with readying a commercial product.

The revolution in design and development begun at Electronic Arts reached its fullest flower at Cinemaware. The know-it-alls scoffed when **Bob Jacob** unveiled his concept for interactive computer-gaming movies, but no one laughed when Cinemaware proceeded to score the highest sales per unit in the entire computer-entertainment software business.

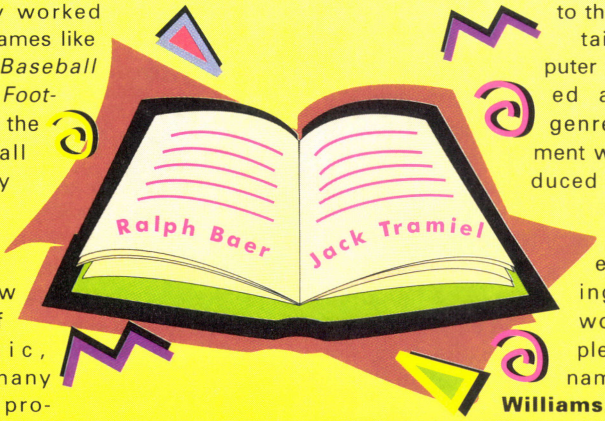
Bob Jacob's contribution goes far beyond dollars and cents. Titles like *Defender of the Crown,* and *It Came From the Desert* captivated a mass audience. It's no coincidence that publishers looking ahead to the CD gaming market of the mid-'90s follow principles of game design and development originated at Cinemaware.

The roll call of outstanding electronic-gaming executives would fill ten columns this size. Nonetheless, there are names that stand out. Like many of the great pioneers, **Ken Williams** started small, but with imagination, wit, intelligence and independent spirit, he made Sierra On-Line a model computer-entertainment software company.

No computer-game publisher is more conscious of its responsibility to the players than Sierra. Its customer-service program is second to none in the entertainment field. From its charming magazine to the fact-laden phone line, Sierra is always there when players need help. That is a reflection of Ken Williams' philosophy.

The phrase "stand pat" is not in his vocabulary. Outfits like Infocom and SportTime rode one idea from rags to riches and right back to rags, because they did not know what to do next. By contrast, Sierra is relentlessly innovative in the field of computer adventuring. Each generation of its games is easier to play, more flexible and more fun than the last. That too is a reflection of the man at the top, Ken Williams.

Three giants stand astride of the electronic sports game category. It didn't seem like the start of a new era, when **Scott Orr** introduced *Baja Buggies,* but it was. His concept of uniting statistical and action elements in the same sports contest not only worked brilliantly in games like *Star League Baseball* and *StarBowl Football,* but it set the pattern for all action-strategy sports games to come. Orr's GameStar, now a division of Mediagenic, trained many designers, programmers and producers who have gone on to great careers. **John Cutter**, **Troy Lyndon** and **Ed Ringler** are but three of the many famous graduates of the Orr Institute of Electronic Sports Gaming.



Armchair managers turned up their noses at electronic statistical sports simulations until **Barry Morstain** created *MicroLeague Baseball.* While previous attempts to do computer baseball games offered little more than a few statistics without graphics, sound or even much game play, *MicroLeague Baseball* provided the full experience for lovers of the national pastime.

It's fitting that **Ed Daniels** has picked up the torch from Barry Morstain and is currently finishing the latest incarnation of *MicroLeague Baseball.* Daniels' awesome programming skills and complete mastery of artificial intelligence have helped him create sports simulations with detail and depth unequaled by any of the once-dominant nonelectronic stat games.

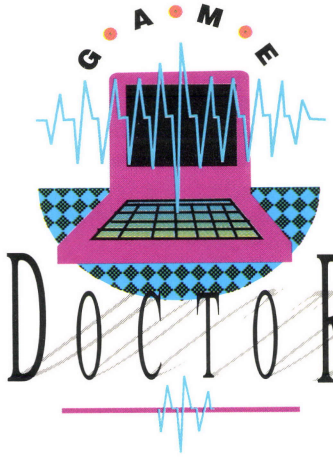
Anyone who's ever flown the electronic skies owes a debt of gratitude to **Bruce Artwick,** the man who designed *Flight Simulator.* Sales of nearly a million units testify to the magnificence of his concept, design and implementation. Artwick and other greats such as **Sid Meier** and **Don Mattrick** have made the simulator one of the most popular types of computer and video games.

There were computer adventure games before **Dave Lebling** and **Mark Blank,** but *Zork* and the games that followed it still represented a major breakthrough in concept, design and execution. It's unlikely that the linear, inflexible, puzzle-oriented games modeled on *Colossal Cave* could have ever achieved the universal popularity that adventure games enjoy today, thanks in large part to the work of Lebling, Blank and their cohorts at Infocom.

All **Andrew Greenberg** and **Robert Woodhead** did to justify inclusion in this catalog of the greats of electronic gaming was invent fantasy role-playing gaming on the home computer. The pair showed a positive genius for adapting the principals of *Dungeons & Dragons* to the needs of solitaire home computer play, and created a whole new genre of entertainment when they introduced their program *Wizardry.*

No list of electronic-gaming luminaries would be complete without the name of **Roberta Williams**. Rightly called "The Queen of Adventure Gaming," Williams brought interactive story-telling to a new level of sophistication and grandeur with her *King's Quest* series.

That's my "A" list. The "B" list is ten times longer. If they started a Hall of Fame for electronic gaming tomorrow, these are the men and women I'd nominate.



THE DR. KILDARE OF GAMING TELLS ALL!

by the Game Doctor

Crusty old sawbones that I am, I don't mention it much, but I'm darned proud of the folks who write to me every month. I'm especially touched by the younger readers who take the time to decorate their letters and envelopes with intricate drawings and inscriptions and by the older readers who spend pages reminiscing about the early days of our hobby.

I will have been writing Q&A features for ten years with the October issue of VG&CE, and I've never been happier with any column as I am with this one, especially over the past year or two. You folks ask the most intelligent questions, make the most cogent observations and offer some of the most insightful commentary I've ever read. And just to prove it, let's get on to this month's questions!

question

I was going through some old video game magazines from the bygone days of the early '80s, and I came across two very interesting items: the Beamscope and the PGP-1. The Beamscope looks very interesting. Have you every heard of or seen anything like it? Do you know if it actually worked? If it did, can it still be purchased?

The other item, the PGP-1, looks like an early Game Genie. With it, you could change the game in all kinds of ways.

—Barry Tarry
Wolcottville, Indiana

answer

For your superb research and great question, Barry, you take this issue's Game Doctor Prize Packet. Enjoy!

Now to answer your questions: The Beamscope magnifies the image being generated by your television set and yes, it is still available from Florida Concepts, formerly International Marketing Services of Port Richey, Florida; (813) 842-3231. They come in three sizes, depending on the size of your TV screen. Prices range from around $60 to $199 for the big baby.

The PGP-1, on the other hand, is a still more interesting matter. The Personal Game Programming System—its full name—was an add-on peripheral for the Atari 2600 that contained 4K of RAM, its own cartridge slot and keyboard and fit right over the front of the 2600 (or VCS as it was also known). The Atari-compatible cartridge was then inserted into the PGP-1, and its keypad was used to reprogram the game. The PGP-1 allowed users to not only call up a complete readout of virtually any 2600 program, but to *alter* that program. Sprites, sound effects, colors and speed could all be manipulated by the user, courtesy of this nifty little invention. It was even possible to disable sprite collisions so that when an on-screen character walked into a previously fatal obstacle, instead of being killed, he simply walked through the deadly object like a spirit.

The creators of the Personal Game Programming System, Answer Software of Cupertino, California, developed this marvelous peripheral around 1982-83, but by the time they were ready to debut it, the Atari 2600 market had gone bust, and the company decided against releasing the product. Answer reported, however, that they received no threats of legal action from Atari at any point, despite extensive coverage of the device in the many video game magazines of the time.

question

I own a TurboGrafx-16 and a Genesis, and I want to know, when magazines compare the two, why do they say the Genesis is far superior? I also want to know if the SuperGrafx is more powerful than the TurboGrafx-16 and where I can get more information on the SuperGrafx.

—B. C.
Brockton, Massachusetts

answer

In support of his contention that the TurboGrafx-16 is technologically superior to the Genesis, B.C. cited the usual collection of comparative statistics: number of colors, number of different resolutions, etc. He neglected to mention the most salient statistic, however; the TurboGrafx-16 uses an 8-bit CPU while the Genesis' is 16-bit. The type of the processor, remember, dictates how efficiently data is processed. And while each system has its advantages (such as the TurboGrafx-16's 16-bit video processor), the Genesis' more powerful CPU is the reason the vast majority of industry mavens acknowledge it as a technologically superior system.

The SuperGrafx is indeed superior to the TurboGrafx-16, but it is highly unlikely that it will ever be sold in the United States.

question

In regards to the letter by Joel A. Ortiz (VG&CE March '91), the name of the game that appeared in the movie *Nightmares* was *The Bishop of Battle*—I taped it. Joel got me thinking about movies and video games; what ever happened to *Cloak & Dagger* for the 5200? I know there was an arcade version.

—Alan Warren
Old Hickory, Tennesee

answer

The same thing that happened to the Atari 5200 itself, Alan: oblivion. There was indeed an arcade version by Atari, however, and it can still be purchased through the back pages of coin-op trade magazines. Thanks for the information! By the way, I recently saw *Death Wish 4: The Crackdown,* and it may break all previous records for the most coin-ops ever seen in a single movie. Several sequences take place in an arcade, including the climactic shootout. It's a great opportunity to see some of your favorite coin-ops get blown to pieces!

question

Were there any other game systems that made attempts at reviving the video gaming industry before Nintendo made its successful attempt? When Nintendo first released the NES, they made most of their own games like *Super Mario Brothers* and *Hogan's Alley*. Their equal rival of the time, Sega, also made most of their own games for their Master System. I remember this time in my life very clearly; I was in Grade 6 and the debate whether or not the SMS was better than the NES was as heated as today's Genesis vs. Turbo debate. The winner of this last contest has not been decided, but Nintendo definitely beat out the SMS. The reason for this was because of

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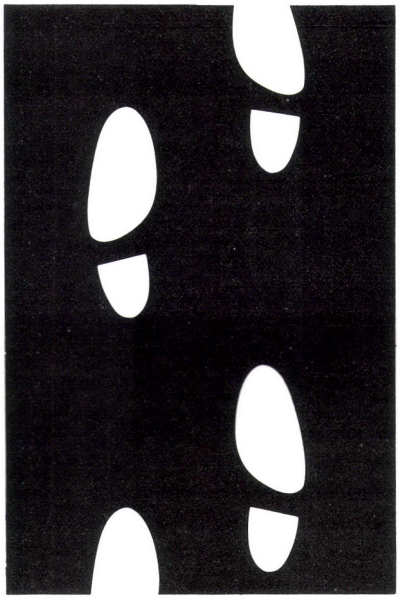
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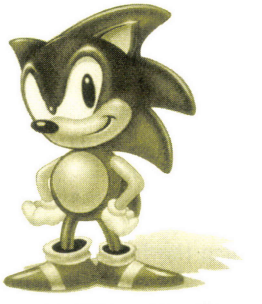
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companies like Capcom, Konami and Taito.

My question is this: Why did these top-of-the-line coin-op manufacturers sign up with Nintendo over the technically superior SMS? I still have sleepless nights wondering what would have happened if the big-name game manufacturers had hooked up with Sega!

Finally, what do you think of the Neo•Geo? Do you think it has a chance? I wouldn't shell out $100+ for each game cartridge. That's insane!

Well, thanks for your time. By the way: what is your favorite game system of all time? Be honest!

—Antony Hare
Halifax, Nova Scotia, Canada

answer

Actually, Sega didn't really produce all those SMS games, they simply issued them all under the Sega title. Twenty-twenty hindsight also shows us that Nintendo simply had a much more intelligent marketing strategy than Sega. While the SMS loaded up its library with arcade-style shooters and poor sports games, Nintendo always stressed a more balanced line. In fact, throughout the life cycle of the NES, Nintendo has done a magnificent job of maintaining interest by providing gamers with everything from classic strategy games to RPGs and, of course, the obligatory arcade shooters. Nintendo also pioneered the dominant game format of the '80s, the side-scrolling action-adventure first seen in the classic *Smurf Adventure* (Coleco) on the Colecovision.

The bottom line is that Nintendo had a clear vision and carried it out, whereas Sega got bogged down in producing games like the *Top Gun* arcade types. While this type of game is popular—and was always a specialty of Sega's—it does not produce the intimate player involvement that games like the *Mario* series and *Tetris* did.

As for the Neo•Geo, yes, it's expensive. On the other hand, you can imagine that you're buying a convertible style arcade-game system every bit as hot as those at your local pinball palace (in fact, the SNK coin-ops are *exactly* the same system). That means that SNK doesn't have to sell a million of them to succeed. As for the games, they're being developed anyway for the arcades. Also, SNK's home division has just inked what could be a very important deal with several major chains, including Toys "R" Us—the one place I never imagined would sell such a system! In addition, as reported in last issue's *Game Doctor* column, SNK now has a deal with a number of video-rental outlets that will allow you to rent a Neo•Geo for a weekend for $30! Talk about a party-maker!

Finally, you ask about my favorite game system. Well, Antony, as someone who's had literally every video game and computer system ever made, I don't really know if I can pick a favorite. My heart, however, says that the machine I had the most fun with was my Atari 800. My favorite computer, however, for non-game-playing purposes, is my Macintosh, on which I am typing these very words.

question

I am a big fan of your column. Your witty and truthful remarks always give my day a boost. Could you answer a couple of questions for me?

1) Does the Amiga have auto-boot like the Apple IIe? Or is it (the disk operating system) more like the C-64?

2) Will a VGA monitor work with the Genesis?

3) A friend of mine told me his *Leisure Suit Larry 3* game on his IBM takes up eight disks. Would the same game on the Amiga take up eight disks?

—Bill Maddy
Rutherford, New Jersey

answer

I'd love to answer a few questions for you, Bill.

1) The original Amiga 1000 did not have an auto-boot capability, but the new systems, such as the Amiga 500, do. The old Amigas did *not,* however, work like the C-64, where the user turned on the computer, inserted the disk, then had to type in the loading instructions (and sometimes even hit the **RUN** and **START** buttons). The old Amigas worked more like the early Atari STs or most IBM PC machines where the disk operating system (DOS) had to be loaded either off external software or installed onto a hard drive.

2) Right off the bat we've got a problem here, since VGA monitors do not contain speakers, and the best you could expect would be silent gaming. Even if you could put up with that, however, the systems are not compatible, since they use different signals. The Genesis runs on composite color, while monitors use RGB (red green blue). The Doc has heard that a Japanese company makes an adapter that might make it possible, but we're talking about a complicated process.

3) No, the Amiga version wouldn't need nearly that many disks for several reasons, mostly because 3.5" disks hold more information than 5.25" disks do. For that matter, many IBM PC software packages now contain both 5.25" and 3.5" versions of their games, and if there are five or more disks in the 5.25" format it's unlikely there will be more than two of the 3.5" disks.

question

Enclosed is a clipping from a game catalog that says that there will be a Genesis handheld out this year. This would be great for me, because I own a Sega Genesis myself and would love to play it on the go! I haven't heard anything about this new system from Sega. The only handheld from Sega that I've heard about is the new Game Gear.

—Mark Youngberg
Scarborough, Ontario, Canada

answer

Sega strongly denies that it will release a Genesis handheld, and the Doc takes them at their word. Sega will have enough trouble marketing the Game Gear, despite its tremendous success in Japan. I doubt Sega would pollute its own market with a second handheld.

There have been rumors circulating—I stress these are rumors, and Sega won't confirm them—that an adapter may be in the works for the Game Gear that would allow it to play Sega Master System games. Stay tuned for further developments!

A special Game Doc thanks to Seth Mendelsohn of Virgin Mastertronic who is my number-one consultant in the world of video and computer technology. And a reminder to fans of old video games and gaming magazines, drop a line to the one and only Frank M. Polosky (P.O. Box 9542, Pittsburgh, PA 15223) who has a great selection—and none of his games are pirated! You're a good man, Frank.

Next issue, meanwhile, the Doc begins his greatest quest since the Case of the Maltese Vectrex! That's right—I am going to attempt to unravel the byzantine history of the Wonder Boy games! As some of you may know, Sega published three Wonder Boy games for the SMS. How, then, did NEC publish a duplicate of *Wonder Boy 3* as *Dragon's Curse*? And there's still more! There are games called *Wonder Boy 3: Monster's Lair* (in Japan for the Sega Mega Drive) and the same game, published as *Monster Lair,* is available as an NEC CD title! Recently, things got *totally* insane when a game called *Wonder Boy* was published in Japan for the Game Gear, but turned out to be Hudson's *Adventure Island*!

The Doc will be seeking out the low-down on this *Wonder*ous situation over the course of the next few issues, so don't miss a single installment!

Remember, send those questions, comments and corrections to ***Game Doctor,* 330 S. Decatur, Suite 152, Las Vegas, NV 89107**.

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How to Be Chief of the Warlords

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Versions: Amiga, IBM PC

Warlords, SSG's latest strategy game, is an eight-player challenge. It consists of players building up their armies and attempting to claim as many neutral castles as possible.

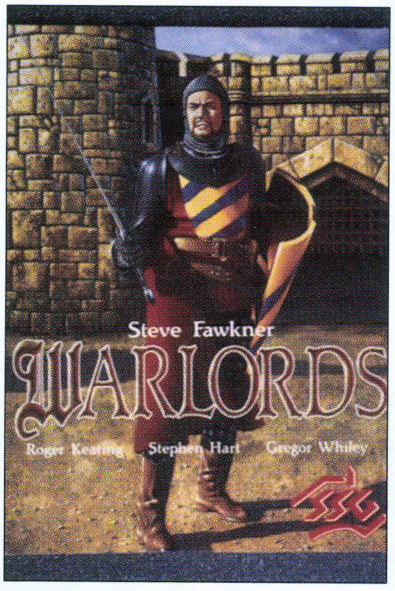
The trick is to use the hero wisely. Start by sending him out immediately to take the closest castle. At the same time, command your first castle to make light infantry.

Once the second castle is taken and also ordered to produce infantry, it's time to begin a different quest. Check the map and have the hero head for the closest ruins or dungeon. If there is a castle along the way, feel free to take it so long as the main objective remains clear. A player can get a big jump on the opponents only by building up the hero with dungeon treasures and allies. Meanwhile, use the newly created light infantry to continue taking neutral castles.

Stage 2 begins once all castles are taken. Here, gamers should carefully analyze their situation, taking note of the closest opponents, who, naturally, pose the biggest threat. Issue new orders to the castles to stop producing light infantry and begin making the tough stuff like wolf riders, cavalry, etc. If a castle is far back from the anticipated enemy lines, tell it to relocate its armies as they're produced closer to the front. Use the magnifying glass to check out the enemy castles, and begin assaulting weaker ones with these new battalions.

The most important aspects of Stage 2 are planning and anticipation. Always keep an eye on enemy armies and where they're headed. Use the build option to strengthen the defenses of all castles along the enemy lines. In order to do this, players need money obtained by conquering castles or finding treasure in dungeons. Don't squander money by building huge armies to protect an unimportant castle. Should this happen, use the disband-army option to eliminate useless infantry.





Don't bite off more than you can chew while fighting Stage 2. Establish a small front and defend it. Try to keep the hero in this area, especially if he has powerful allies. Use the hero to take on stronger castles but be very careful. Losing him is costly: A replacement hero comes infrequently and is usually very expensive.

Concentrate on one enemy section at a time, and just defend against remaining areas until you're ready to deal with them. Spreading your armies too thin in an attempt to battle everyone at once is a sure-shot recipe for a humiliating defeat.

—Frank Tetro, Jr.

Victory at Sea in Silent Service II

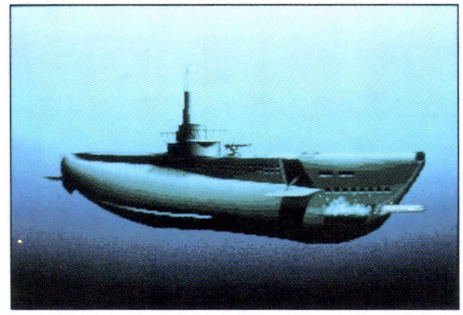
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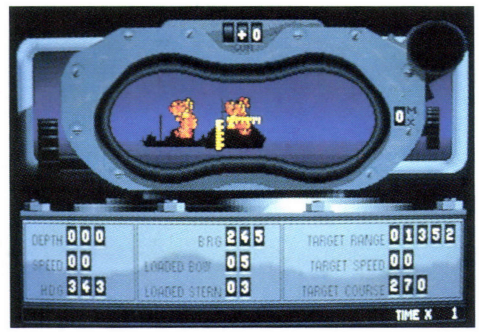
Silent Service II may not be an easy game to master, but adherence to sound military planning and established naval procedures can make even a landlubber into a seaman first class.

When pursuing a war career, the best long-range strategy is to start in the Philippines, despite the need to relocate to Australia fairly early in the game. Since technological improvements

become available much faster in COMSUBPAC, it's best to relocate there at the end of a patrol. Upgrade boats and equipment as quickly as possible, but don't put yourself in the yards at a historical period of high enemy activity. If that is the case, it's often better to stay in the fray for one extra patrol.

As the Navy island-hops across the Pacific, restage to forward bases whenever possible in order to minimize the amount of transit time in your patrol zone. Always select patrol zones that coincide with the historical hot spots of the war, during the times when the enemy was most active in that location. Near the end of the war, concentrate on zones near mainland Japan; their fleet rarely ventured forth from those locations. Yet local merchant traffic and other "targets of opportunity" remained plentiful in the inland waters of the island chain.





Despite perfect strategic planning, the player cannot survive for long without a firm understanding of WWII submarine tactics. Although there's no single method for success in every engagement, what follows is a breakdown of elements to combine as the commander sees fit for any given situation.

Daylight attacks are naturally more dangerous, due to increased visibility and the enemies' counter-detection range. The classic maneuver for engaging a slow-moving convoy in such conditions is the "end around." Maneuver on the surface parallel to the convoy at a higher speed, taking care to remain outside their visible range even as the targets zigzag. When sufficiently ahead of the convoy, submerge to periscope depth and come to a stop. Lower the periscope and track their approach on the hydrophone. Try to position your ship so that the high-value target (ie., aircraft carrier, battleship or heavily guarded merchant) will pass at the closest point of approach for the bow tubes (800 yards is ideal). This frequently means that enemy destroyers are close astern right when you're ready to attack. Pop up the periscope only at the last moment, when the target is broadside at close range, and empty the bow tubes at it. Quickly go to full ahead without waiting for the torpedoes to hit, rotate the periscope 180 degrees and try for a quick shot on the enemy vessels that are closing in by this time.

Crash dive as soon as the shots are off and pass underneath the primary target (which is not depth-charge capable). If it has been crippled but not sunk, it is even possible to hide directly underneath the burning hulk, and it's very difficult for the enemy to attack. Go to 20 feet above maximum depth or the bottom, whichever is closer, and run silent until the destroyers disengage.

In a depth-charge attack, go silent immediately and release debris to, hopefully, convince them they've succeeded. Bear in mind that releasing debris without silent running has no effect if they still hear the submarine making way through the water. After the enemy leaves the screen, surface and finish off the target with gunfire.

A good daylight tactic for convoys with only one or two destroyers is to run at them on the surface at 20 knots until the destroyers spot the sub and open fire. At this point, crash dive to periscope depth with hard rudder to bring the stern tubes to bear, and head directly away at ten knots. Despite the speed advantage of the destroyers, it usually takes some time for them to close the range. They will head on a direct course to intercept, so you can engage each with shots from the stern tubes, taking care to attack the closest one first. Despite the poor angle of attack, the combined speed of a torpedo moving at 40 knots and the destroyer closing at 30 knots precludes the enemy from having time to turn and avoid the shot. Of course, there is always a danger of duds, but there's usually time to get off two shots on each destroyer. Once the destroyers are sunk, surface and engage the merchants with gunfire at leisure.

If a convoy is protected by three to five destroyers, shadow the group until night before attacking. Operating at night allows the use of some of the tactics already discussed, but adds the advantage of speed and surprise. Try to proceed undetected on the surface at 20 knots until close aboard. It is best to head directly at the convoy to minimize your ship's silhouette.

The best submarine commanders were a cautious lot who meticulously set up each attack with their escape route already planned out. Learn from their wisdom and you will survive to celebrate V-J Day.

—Ed Dille

THIS TINY GAME HAS 1,253 ENEMY SOLDIERS, 392 TIME DELAY BOMBS, 140 LASER CANNONS, 28 SINKHOLES, AND ONE KICKBUTT ATTITUDE.



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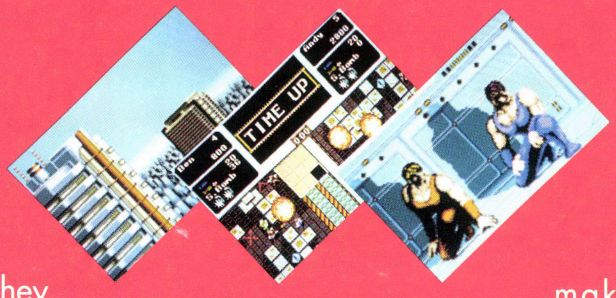
Give or take a few enemies, time delay bombs, laser cannons, and sinkholes, but who's counting. Because you'll need all your skills, good judgement, and quick reflexes to crack this game.

In Crack Down, you must accept a top-secret mission to re-take control of a heavily guarded facility where artificial life systems are created. The only problem is that their evil leader wants to use them to take over the world. And they don't appreciate well-armed, visitors, spoiling their plans.

Once inside, you'll have a limited amount of time to set off time delay bombs at key locations inside the compound and get past the patrolling guards.

If you need help, use the two-player split-screen mode. This special option allows you and a friend to blast away with your weapons as two separate teams within the facility.

So if you want a game that has an attitude, make a reservation to play Crack Down. We have just enough room to fit you in.

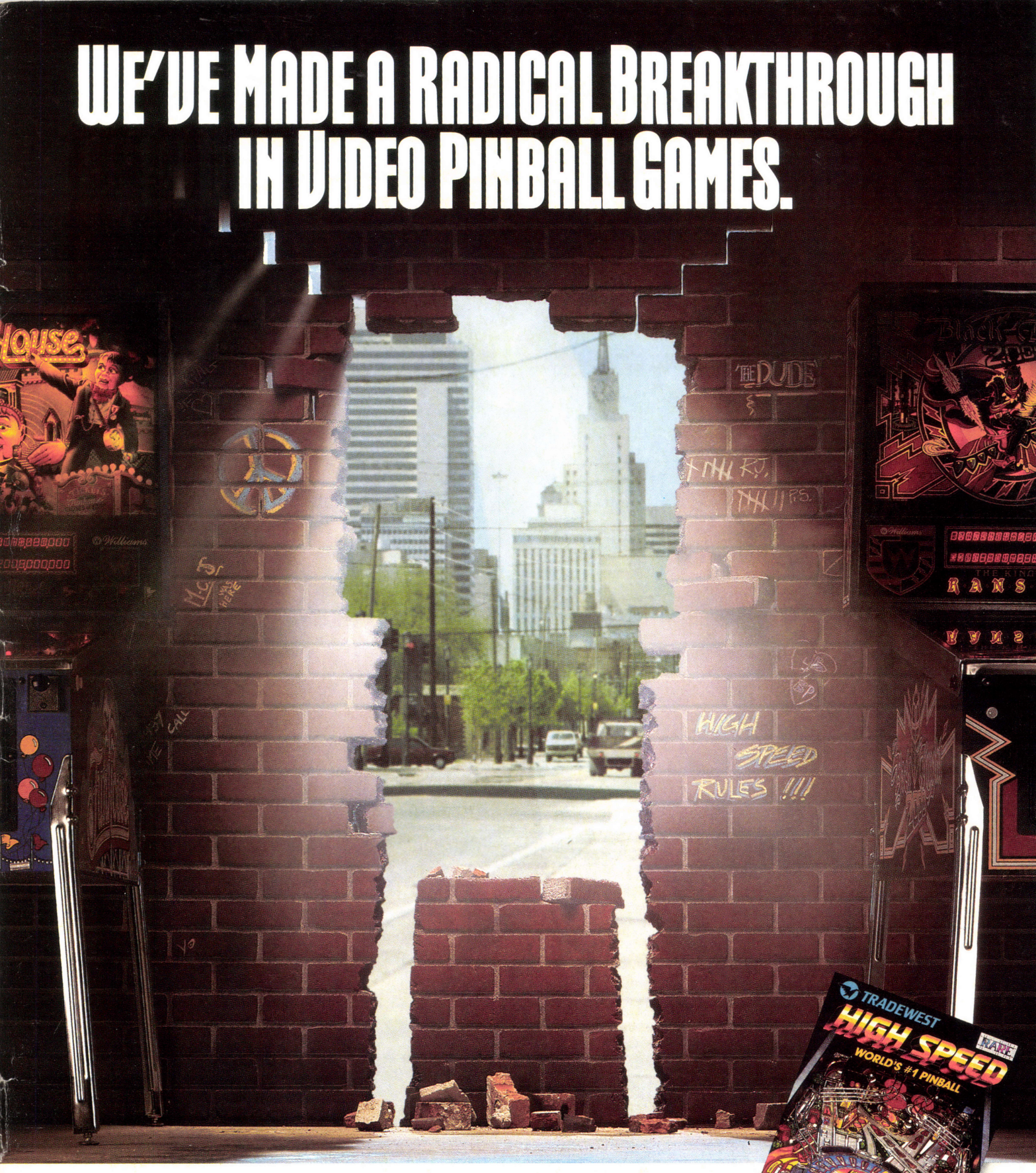


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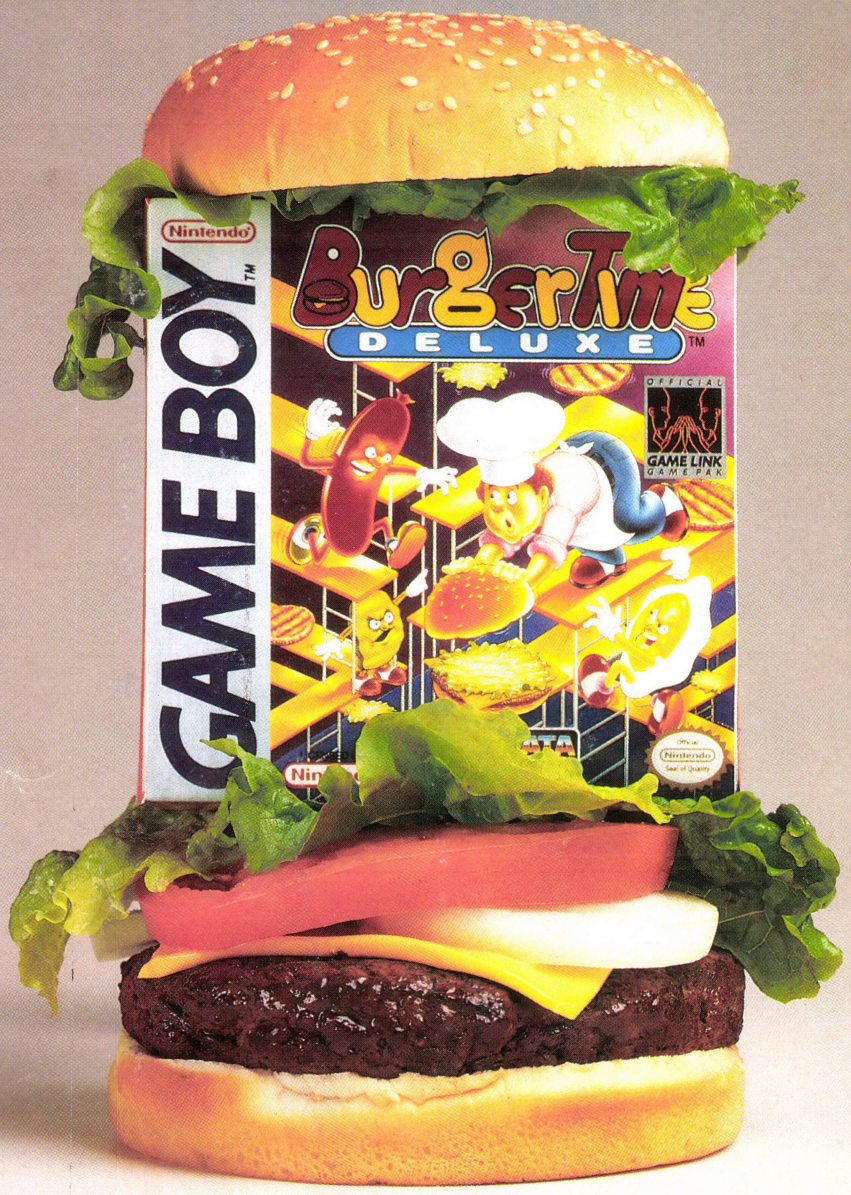


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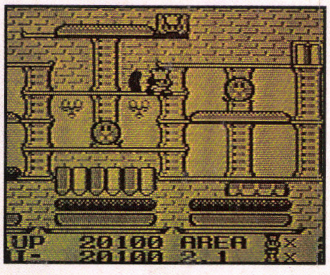
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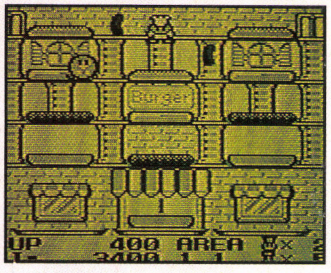
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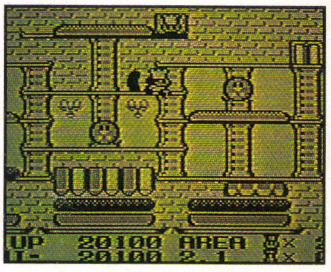
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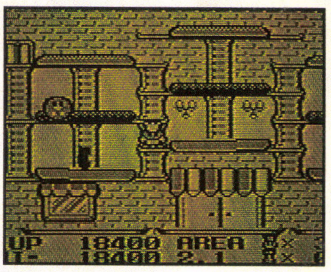


Today's Special: ***Flame-broiled burgers piled high with all the works.*** Peter Pepper, the burger chef is stacking these sizzling, mouth watering burgers with all the trimmings. But the grill is smoking from the annoying food fiends – Mr. Egg, Mr. Wiener and Mr. Pickle – who are trying to slow down production. It's food flingin' fun for you and a friend with **BurgerTime Deluxe**, new from Data East.









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